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THE UK'S NO.1 POKÉMON MAGAZINE

POKÉMON WORLD™

ISSUE 68

5 PULL-OUT POSTERS INSIDE!

POKÉMON™ DIAMOND VERSION

- NEW SCREENSHOTS & INFO!
- WIN A COPY AND PLAY THE GAME BEFORE YOUR MATES!

WIN!

A DS LITE, iPOD SHUFFLE & GAMES GALORE!

DREAMWORKS' SHREK THE THIRD™ THE GAME

- THE BLOCKBUSTER GAME REVIEWED ON ALL FORMATS!
- DOUBLE-SIDED POSTER!
- WIN SHREK GAMES & A DS!

PLUS! ALL THE REGULARS...

- MEW'S NEWS
- PIKA PICS
- MAKE & DO!
- POKÉ PUZZLES
- DESIGN-A-MONSTER
- ASK PROFESSOR YEW
- & MUCH, MUCH MORE!

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Getting ready for summer? Last issue we gave you a cap, this issue a wallet - with next issue's gift you'll be all set for your hols!

4. Mew's News
More pics of the great new games.

12. Pokéchat
Have something to say to us?

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Two sequels being worked on right now!

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Make a spinning Pokémon toy!

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He's the man with all the Poké answers!

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Some new art from our postbag.

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Look at this weird and wonderful stuff!

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Learn more about Pokémon cards.

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Two pages of brain fizzlers!

48. Another Make & Do
Add to your Pokémon mask collection.

HI THERE POKÉMON FANS AND WELCOME TO A GREAT ISSUE OF POKÉMON WORLD. WE'VE GOT NEW STUFF ON DIAMOND + PEARL, LOADS OF GREAT BITS ON SHREK THE THIRD AND SOME EXCITING NEWS ON A SEQUEL TO THE POKÉMON MYSTERY DUNGEON GAMES! ALL THIS PLUS SOME BRILLIANT PULL-OUT POSTERS IN THE MIDDLE PAGES OF THE MAG AND A FREE CALENDAR. HAVE FUN!

Stu Yew

THE UK'S NO.1 POKEMON MAGAZINE
POKÉMON WORLD
POKÉMON DIAMOND VERSION
NEW SCREENSHOTS & INFO!
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WIN: A DS LITE, IPOD SHUFFLE & GAMES GALORE!
SHREK THE THIRD
PLUS! ALL THE REGULARS...
Shiny happy little people

GET IN TOUCH!
Pokémon World, Richmond House,
33 Richmond Hill, Bournemouth, BH2 6EZ
pokemonworld@imagine-publishing.co.uk

MEW'S NEWS

Check out the launch of Pokémon Diamond and Pearl on the streets of New York City then see which Pokémon games have been the best-sellers of all time! It's all in Mew's News...

COMING SOON...

Pokémon Trading Card Game Epic Collection
Trading Card Game Expansion
Out now

Pokémon Diamond & Pearl
Nintendo DS
27 July

Pokémon Battle Revolution
Nintendo Wii
Autumn

Diamond & Pearl Trading Card Game Expansion
August

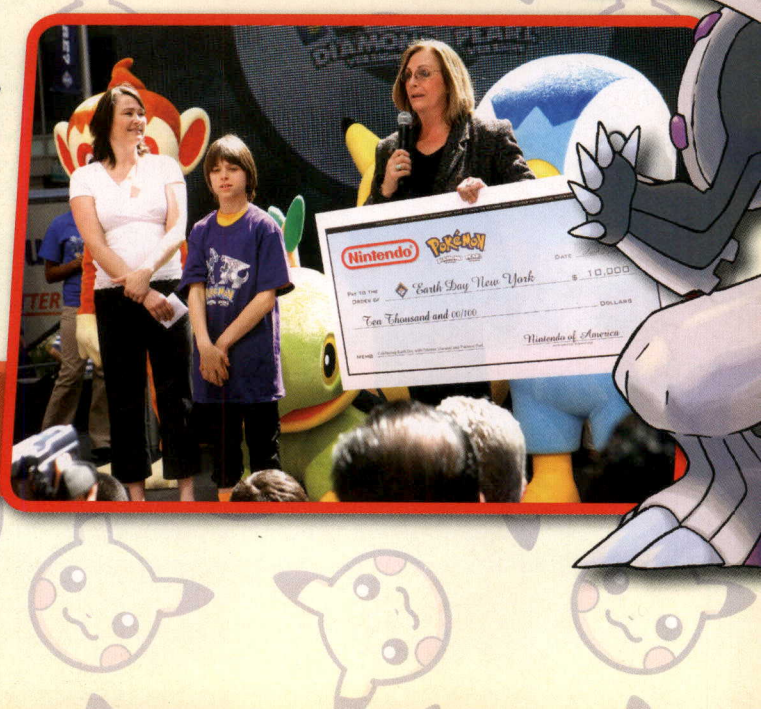
Pokémon Mystery Dungeon 2
Autumn

DIAMOND & PEARL LAUNCH

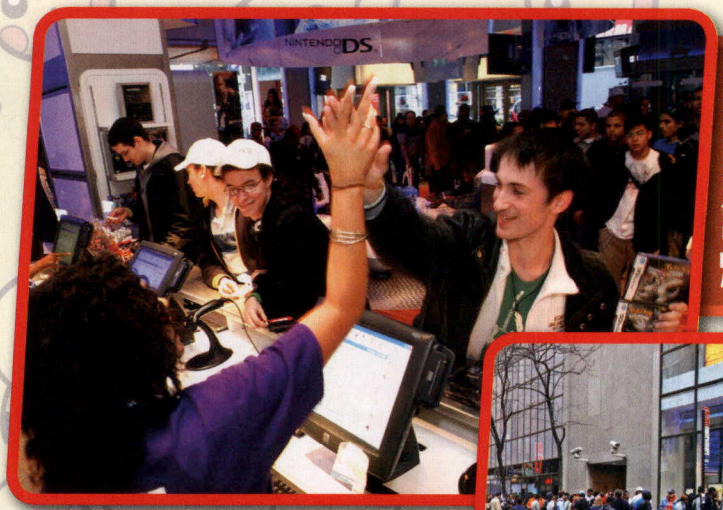
Nintendo America puts on a fantastic Pokémon show!

It was a videogame launch celebration on a mammoth scale! Nintendo of America really went to town to launch *Pokémon Diamond* and *Pearl* in the States back at the end of April. The location was the streets of New York City, outside the Nintendo World shop (it used to be the Pokémon Store, but they changed it!) and along with stalls showing off the new games to eager gamers, there was a stage where the game's developers Mr Junichi Masuda and Mr Shigeru Ohmori answered questions from excited game fans.

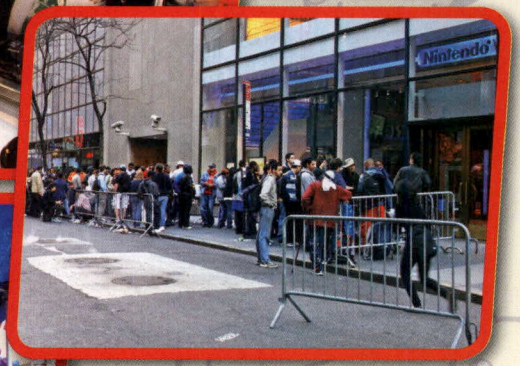
Thousands of Pokémon fans queued up to get their hands on the new games, but the first kid in the whole of the USA to buy *Diamond* and *Pearl* was young Jack Smith of Maplewood, New Jersey. He arrived 18 hours early to make sure he was at the



Gail Tilden of Nintendo and student Daniel Luttway present Pamela Lippe of Earth Day with a very big cheque!



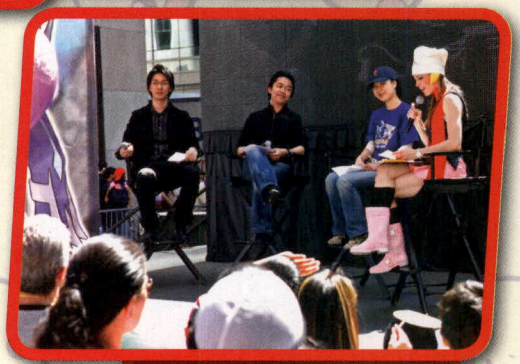
And here he is... Jack Smith of Maplewood, New Jersey who camped out outside the Nintendo World store for 18 hours to get his hands on the first proper Nintendo DS *Pokémon* adventures!



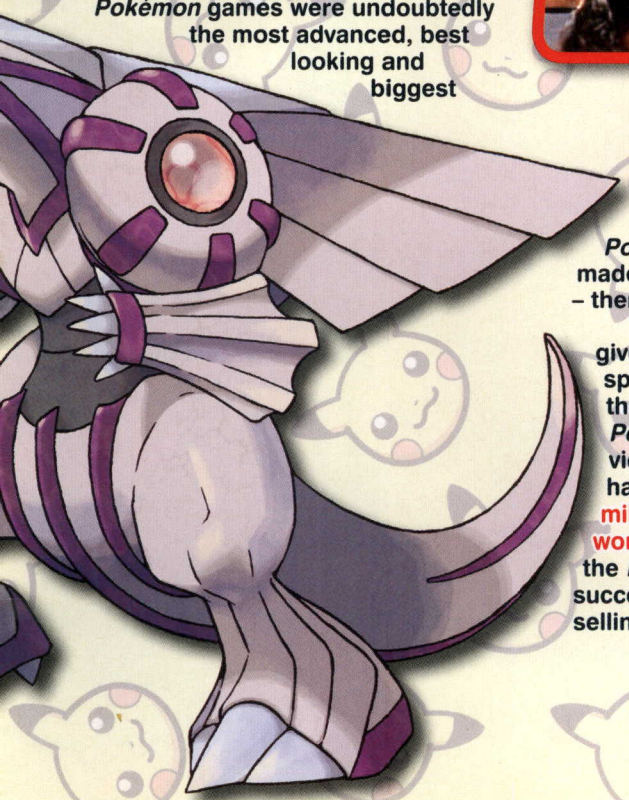
There were demos areas for the new games, of course, but also a chance for punters to play the latest expansion sets of the Pokémon Trading Card Game. Read more on page 42.

front of the queue – now that's Poké dedication! As the launch coincided with Earth Day in New York, a day where everyone is supposed to be thinking about saving the planet, not battling small monsters, Nintendo presented the Earth Day organisation with a giant cheque for $10,000.

The word on the street was that everyone thought that the new *Pokémon* games were undoubtedly the most advanced, best looking and biggest



Mr Shugeru Ohmori (left) and Mr Junichi Masuda (centre) talk about how much fun is was to create the new Pokémon games.

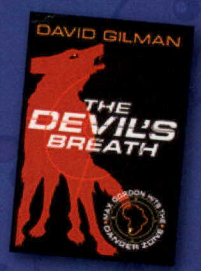


Pokémon games ever made. Nintendo made sure everyone went away happy – there were *Diamond* & *Pearl* balloons, T-shirts and baseball caps given away and an official Nintendo spokesperson told the crowd that they expect *Pokémon Diamond* and *Pearl* to be among the top-selling videogames of 2007. The company has already sold more than 155 million *Pokémon* games around the world, so you could probably say that the *Pokémon* games have been quite successful! Read more about the top-selling *Pokémon* games over the page.

DOWN THE BOOK SHOP

Here are the new Puffin books in the shops right now...

DANGER ZONE: THE DEVIL'S BREATH
by David Gilman



Meet Max Gordon – a brand new kind of action hero with an eco-conscience – and the star of *Danger Zone*, the most exciting and unusual blockbuster adventure series for 8-14 year olds since *Young Bond*.

BLAZE OF SILVER
by KM Grant

Blaze Of Silver is the heartstopping final part in the powerful historical trilogy that began with *Blood Red Horse* and *Green Jasper*. Time is running out for William de Granville. King Richard is captive, his country in jeopardy, and the future of both lie in Will's hands.

OOH LA LA, CONNIE PICKLES
by Sabine Durrant

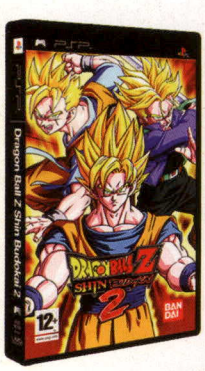
This is the hilarious follow-up to *Cross Your Heart, Connie Pickles*. Connie is an anxious teen on a mission to sort her life out – in Paris!

To know the road ahead ask those coming back!

DRAGON BALL Z SHIN BUDOKAI 2

Experience the never seen before story of future Trunks as he battles through time to save mankind from a horrific fate.

Face off against friends in amazing head-to-head Wireless clashes
Customise your characters for more intense DBZ battles



Out 15th June

www.dbz-videogames.com

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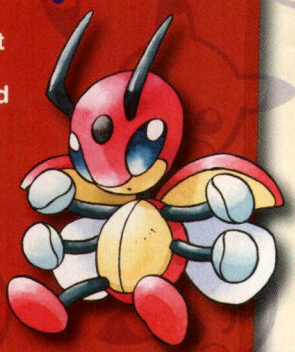
SALES OF THE CENTURY!

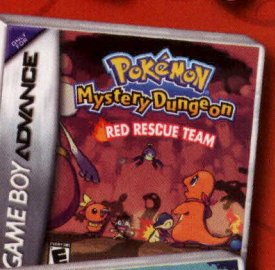
A rundown of the top 5 Pokémon games of all time!

Unsurprisingly, Nintendo has had massive success with the new *Pokémon Diamond* and *Pearl* games since their release in the States and Japan. In fact, more than 1.75 million copies were sold in the first two weeks! Wow, that's a lot of cartridges! These games sold faster than any *Pokémon* games in history, proving once and for all that the popularity of these Pocket Monsters is still incredibly high. This set us thinking about how many *Pokémon* games had been sold in total, so we did a bit of digging and not only came up with a number, but compiled a Top five chart for you too... oh it's 155 million games, nearly forgot!



5 TOP FIVE POKÉMON GAMES — POKÉMON MYSTERY DUNGEON: RED RESCUE TEAM

Format: Game Boy Advance
Copies sold this year: 1.53 million
Total copies sold: 2.20 million



4 TOP FIVE POKÉMON GAMES — POKÉMON MYSTERY DUNGEON: BLUE RESCUE TEAM

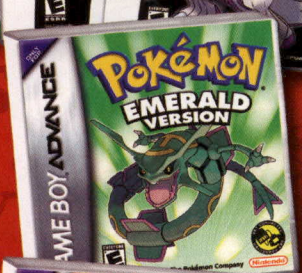
Format: Nintendo DS
Copies sold this year: 2.27 million
Total copies sold: 3.03 million

3 TOP FIVE POKÉMON GAMES — POKÉMON DIAMOND & PEARL

Format: Nintendo DS
Copies sold this year: 5.21 million
Total copies sold: 5.21 million

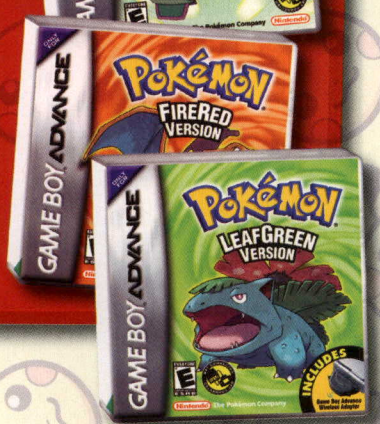
2 TOP FIVE POKÉMON GAMES — POKÉMON EMERALD

Format: Game Boy Advance
Copies sold this year: 1.13 million
Total copies sold: 6.32 million



1 TOP FIVE POKÉMON GAMES — POKÉMON FIRE RED & LEAF GREEN

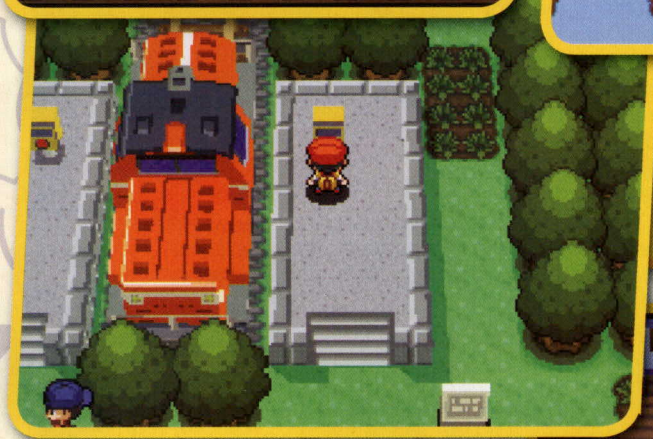
Format: Game Boy Advance
Copies sold this year: 1.48 million
Total copies sold: 10.66 million



D&P SCREENS GALORE!

Check out the hot new gameplay screenshots!

Let's not mess around with too many words – we've got lots of new screenshots of *Pokémon Diamond* & *Pearl* to fit in. Next issue we'll have the full review, and you can win a copy to play before all your mates over on page ten!



Many old Pokémon are found in the *Safari* Game. To find them you have to use a special pair of binoculars, but they're tough to find.

This grand building is the Ribbon Society. To get inside one of your Pokémon must have ten ribbons!

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PlayStation 2

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WHAT'S ON TV?

SKY ONE

ADVANCED CHALLENGE

Everyday, 7am & 7pm

There are episodes of *Pokémon Advanced* to catch everyday, twice a day on Sky One – and you can now get the original *Pokémon* series on Sky Two! Now there's no excuse not to keep up with Ash and his pals (unless you haven't got Sky...)

CN CARTOON NETWORK

BATTLE FRONTIER

Everyday, 7pm

If you've got a snazzy Virgin Media box or have Sky, then get flicking over to Cartoon Network for some *Battle Frontier*!

BIG NEWS!! トナトクニ!!

WEB WATCH

Set your browsers to Japanese... we're going in for a look around the 'net!

GET CHUNNING!

The boffins behind the *Pokémon Mystery Dungeon* games are slaving away making a sequel. We've got a feature on page 14, but if you'd like to check out the Japanese pages of Chunsoft's website, you can find out more tasty tidbits of info to whet your appetite!

WWW.CHUNSOFT.CO.JP

FAMITSU AWARDS

The number one gaming magazine in Japan is *Famitsu* – it's been going for years! Every year it has its own special awards ceremony where they dish out honours to what they consider the best games – and guess what? *Pokémon Diamond & Pearl* has won Game of the Year for 2006! The game had to share the accolade with *Final Fantasy XII* but, still, what a great achievement!

WWW.FAMITSU.COM

THE WINNING GAMES

MORE MOVIE TRAILERS

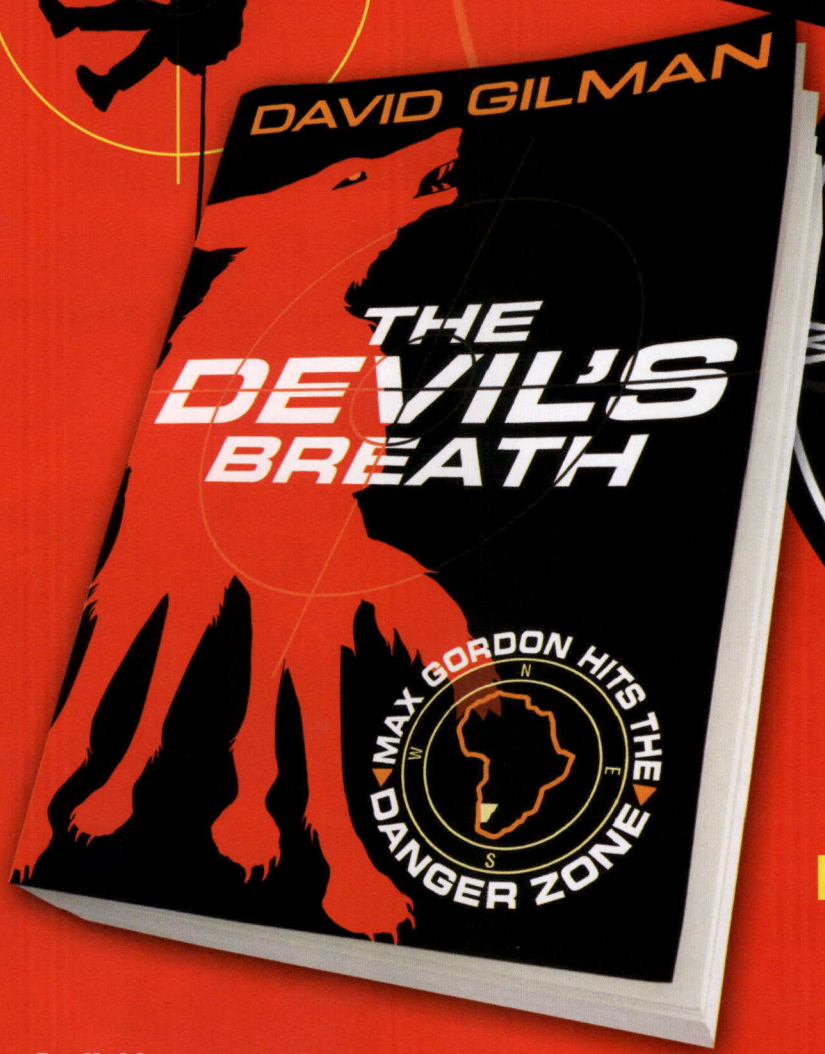
Can't get enough *Diamond & Pearl: Dialga Vs Palkia Vs Darkrai* movie trailers? Well there's a new one just released on the official Japanese website.

WWW.POKEMON-MOVIE.JP/TRAILER/INDEX.HTML

ティラミィツクナミトラバカ!! グッペゼ ポッギズ

Dive into the action with Max Gordon in

THE DEVIL'S BREATH



'Think of Alex Rider. Then make him a lot tougher. Add a father who goes on eco-missions. Now you have Max Gordon'

Aaron, aged 12

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EXCLUSIVE COMPETITION!

Pokémon DIAMOND VERSION PEARL VERSION™

WIN! A COPY OF THE GAME BEFORE IT'S OUT!

Wow! Have we got a great competition for you. Exclusive to **Pokémon World** you can win a copy of *Diamond or Pearl* and a new Nintendo DS Lite before the game hits the shops on 27 July! Not only that, but Nintendo will make you a Pokémon Ambassador, which means that they want you to review the game for the company and get it printed in **Pokémon World**, plus you might be called upon in the future when Nintendo wants to promote Pokémon in your favourite magazine – **Pokémon World**!

Entries must reach us by 20 July so that you can get the game before it's out!

So what have you got to do? Well, we want you to write a story about your favourite Pokémon and draw pictures to go along with it. The best story will make the winner a Pokémon Ambassador and we'll get the game to you before its official release date. Five runners up will get copies of *Pokémon Diamond* or *Pearl*.

Send your entries to the usual address, marking it '**I Want To Be A Pokémon Ambassador**' or email to **pokemonworld@imagine-publishing.co.uk**.

Don't forget to put your name, address and age on your entry and get it to us by 20 July at the latest! Good luck.

Competition Rules

1. All entries must be received by 20 July 2007 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry. 8. Entries received after the 20 July will be entered into a prize draw to win a copy of Pokémon Diamond or Pearl.

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www.magicthegathering.com

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*Once we receive your details you will receive an activation email, while activating your account please make sure your address is entered correctly so we may send you your free Starter Game. We will send you the Starter Game only if your address is entered correctly during the activation.

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POKéCHAT

I've finished my Pokémon Ranger game and I tried the password P8MZ—9D6F—4SH7, for the mission to rescue the precious egg on Ranger Net but it keeps saying incorrect password. What should I do?
From Liam O'Hanlon

Yes, we also cover this in Ask Professor Yew this issue, Liam. It seems that Nintendo decided to change the password for every version of Pokémon Ranger around the world, rather than keep it the same password as was originally the plan. So that's a password for the UK, one for France, one for Germany, etc. Sadly, they haven't told us what it is yet! When they do, you'll be the first to know.

Please, please, please send me some free copies of Pokémon World. I'm your number one fan. **From Sam Castle**

Err, no. If you don't by the mag, we won't be here!

I would like to ask you if you could put my site in Pokémon World as you have had quite a few recently. My site is called darklugia.moonfruit.com . It is one of the most popular Pokémon sites on moonfruit now and it has cheats, reviews, two different kinds of chat system, screenshots and much more! Please put my site in Pokémon World because I would like 2,000 visitors before the summer holidays!
From George Thornton

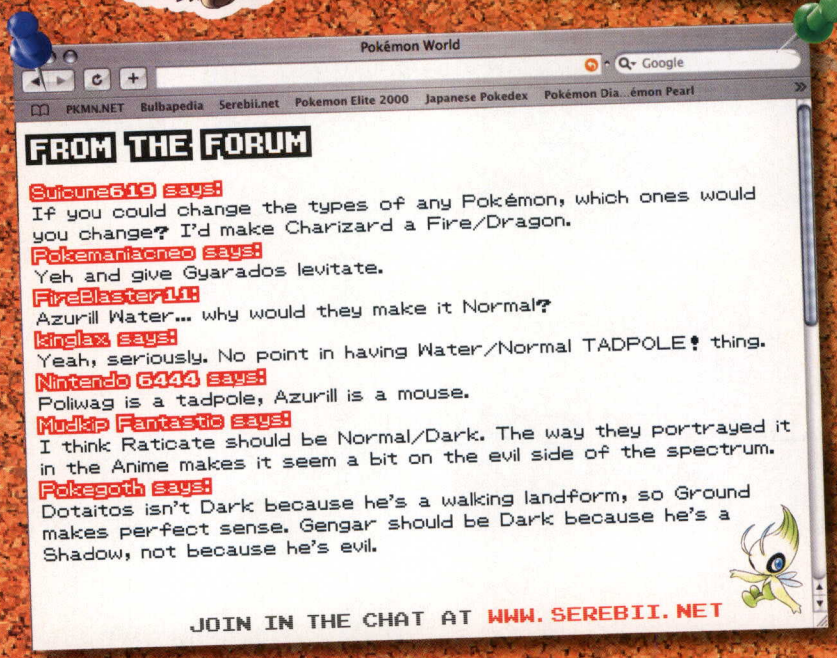
No problem, George – we've even included a pic so that everyone can see!

This is me, **Thomas Andrews**, with my Pokémon Collection. I am holding a Sliders Game, which I bought from a local charity shop for only 50p!

What do you call a Pokémon who spends ages in a sweet shop?

Pick – A – Chew!

From Sarah Drew, age seven, Poole



FROM THE FORUM

Suicune619 says:
If you could change the types of any Pokémon, which ones would you change? I'd make Charizard a Fire/Dragon.

Pokemaniacneo says:
Yeh and give Gyarados levitate.

FireBlaster11 says:
Azurill Water... why would they make it Normal?

kinglax says:
Yeah, seriously. No point in having Water/Normal TADPOLE! thing.

Nintendo 6444 says:
Poliwag is a tadpole, Azurill is a mouse.

Mudkip Fantastic says:
I think Raticate should be Normal/Dark. The way they portrayed it in the Anime makes it seem a bit on the evil side of the spectrum.

Pokegoth says:
Dotaitos isn't Dark because he's a walking landform, so Ground makes perfect sense. Gengar should be Dark because he's a Shadow, not because he's evil.

JOIN IN THE CHAT AT WWW.SEREBII.NET

Is it true that there is a new version of Pokémon Mystery Dungeon coming soon from Nintendo? I loved the first game on my Game Boy and would love to play a new version.
From Andy Grayson

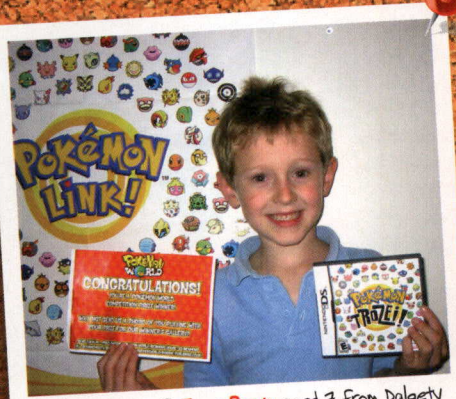
At school the other day we were talking about Mystery Dungeon and a friend of mine said that he heard that they were already working on Mystery Dungeon 2. Was he right?
From David Smith

Well boys, it's very much true! In fact we've managed to unearth loads of new pictures of the sequel to Mystery Dungeon and put them on the next two pages for you all to see! One problem for you though Andy... the new games will be for Nintendo DS only. I think Nintendo are moving further and further away from doing new Game Boy games. Time to upgrade to a DS, perhaps? Try winning one in our exclusive competitions.

Hello, my name's Louis Hutcheson and I am six years old. I went to the Pokémon 10th Anniversary Tour in Milton Keynes. I missed the Lakeside one so I travelled all the way from Gillingham in Kent to get there. It was lots of fun, I was able to play the new Mystery Dungeon game on the DS and I got some Legendary Pokémon put onto my Pokémon Emerald game.

On eBay, there was a Pokémon game called Pokemon: Naranja. It had Celebi on the front and was in Spanish (Naranja in Spanish is orange). I bought it (stupidly) and when it came, it had an official box and everything!! I put it in my Nintendo-DS and it worked! Unfortunately it's in Spanish but it's pretty cool!! You choose between Ash and Misty as your character and you explore the orange islands (hence the name). From Nathan Cox

What you have there Nathan in an illegal fake Pokémon game. Don't worry, Nintendo won't come around to your house and take it off you or anything, but the people that made it have nothing to do with Nintendo or Pokémon. We're planning to do a feature on all the fake Pokémon games that are on eBay or at car boot sales, so watch out for that in the coming issues.



Here's a picture of James Brown, aged 7 from Dalgety Bay in Scotland, with his Nintendo DS Pokémon Trozei game he won in Pokémon World. Thanks, Andy (Dad).

I've been collecting Pokémon cards since the early days, but now that I've collected so many, my mum doesn't allow me to get any more! She says they are a waste of time and money. I read last issue about the Diamond and Pearl card expansions. How can I persuade my mum into letting me buy just a few more new pokemon cards?
From Mohsin Mahmood
(Fire Pokémon master!)

Oh mum, how could you? Well okay, collecting these cards can be an expensive business, but that's why we would never suggest that readers pay silly money for collector's cards on the internet or in special shops. But buying the occasional pack of new expansion cards is just pocket money prices. Maybe you should make Mohsin do the washing-up to earn pocket money, or wash the car? Then he can spend it on cards if he wishes, or perhaps new copies of Pokémon World?

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon Collection? Or simply want to get something off your chest? Write to us at this address:
PokéChat, Pokémon World,
Richmond House, 33 Richmond Hill,
Bournemouth, BH2 6EZ or email:
pokemonworld@imagine-publishing.co.uk

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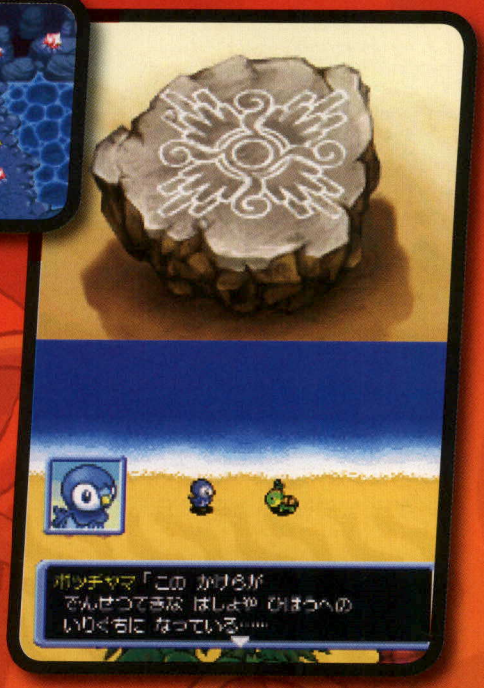
BACK DOWN THE DUNGEONS

An exclusive look at Pokémon Mystery Dungeon 2 for Nintendo DS!

Wow! Nintendo has certainly gone Pokémon crazy this year. The brilliant *Diamond* and *Pearl* will be in the shops in the next few weeks, and over in Japan they're already getting excited about the sequel to last year's *Pokémon Mystery Dungeon* games for DS and GBA.

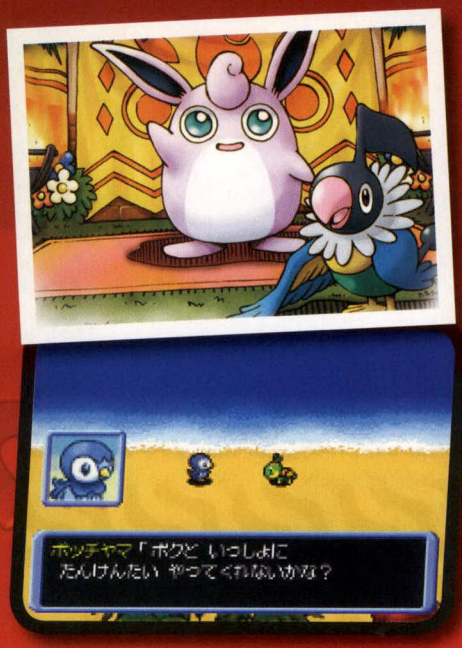
The new games are called *Time Exploration Team* and *Darkness Exploration Team* and are currently being worked on in the top secret development studios at Chunsoft in Japan for an Autumn release over there. That means you can hope for an Easter 2008 release for the UK, really. This time both games will be Nintendo DS exclusives (sorry Game Boy owners – you know what to ask Father Christmas for!) and our spies have told us that there will be 16 Pokémon that you can start the adventure with in these sequels.

The Pokémon you start with is decided, as in the first game, by answering a series of questions about yourself and your personality. You have got to make sure you answer honestly, because you're going to be stuck with this Pokémon for the entire game! The exciting thing is that in these new adventures you will encounter, and maybe even become, some of the 107 new Pokémon from *Diamond* and *Pearl*. The starter Pokémon include Pikachu, Munchlax, Piplup, Chimchar and Turtwig.



As you can see from the great selection of pics around these pages, the game has the same colourful graphics as the original Nintendo DS *Mystery Dungeon*.

Once again you will have a partner joining you to start off your Pokémon team, and the two of you must train at a place called The Guild to become the ultimate explorers. The Guild is a special place where very experienced Pokémon will guide you in your adventure. The Master of The Guild is Wigglytuff with Chatot as his second in command. We've shown you three of these Guild Pokémon in action in the special box on the next page.



ポケモン不思議のダンジョン 時の探検隊 / ポケモン不思議のダンジョン 闇の探検隊

The Guild of Pokémon

Here are three Guild members. They are experienced Pokémon that will train you and your Poké partner as you progress through the game. In some missions members of The Guild will even join your team to help you achieve your objective.

Your Pokémon partner has a mission of their own this time too – they have a Ruins Shard that they keep with them at all times, hoping that one day they will find the legendary place they have heard of to be able to use the Ruins Shard as a special key to open up a pathway to treasure! As well as hunting for treasure and rescuing Pokémon, missions take the form of finding criminal suspects with guidance from The Guild.

You'll encounter various terrains in the new adventures – caves, rocks, mountains, forests and mazes – and using Chunsoft's special level creations techniques, each time you enter a location a completely new mixture of tunnels, pathways, staircases and dungeons will greet you, meaning you're always going to be kept on your toes in these games! Are you excited yet?

Well, although the games won't have any graphical updates, these new adventures look like they're going to be bags of fun to play. We'll keep bringing you updates in Mew's News as we get more info. ◎

Okay, okay, so all the text is in Japanese right now, but you can see this is going to be great!

WIN! WIN! WIN!

DREAMWORKS'
SHREK THE THIRD™
THE GAME

WIN! A NINTENDO DS & 5 FINAL FANTASY GAMES!

Yeah! Shrek is back. Read our review on page 34, stick our poster on your wall and now you can win copies of the game on the DS and a shiny new DS Lite! Send your answer to the question by email to pokemonworld@imagine-publishing.co.uk or post it to our usual address clearly marking your letter 'Shrek The Third Compo'...

Which of these is not in Shrek The Third?

A. Cinderella
B. Goldilocks
C. Sleeping Beauty

Don't forget to put your name, address and age on your entry and get it to us by 2 August, please. Good luck!

Competition Rules
1. All entries must be received by 2 August 2007 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

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NINTENDO DS™

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MAKE and do!

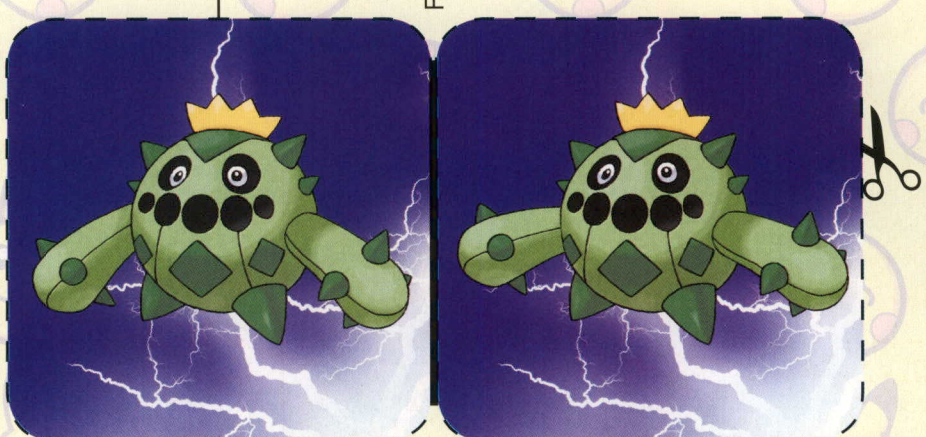
Why not try out these clever Pokémon Spinners? They're great for showing off to your mates... or driving your cat out of its mind!

EVERY ISSUE POKÉMON WORLD BRINGS YOU GREAT THINGS TO MAKE AND DO. YOU CAN FIND ANOTHER FUN PROJECT OVER ON PAGE 48!

1. GLUE THIS PAGE TO A PIECE OF CARDBOARD FOR STRENGTH.
2. CUT ALONG THE DOTTED LINES AND MAKE A FOLD TO BRING THE TWO HALVES TOGETHER.
3. EITHER STICK A PENCIL TO THE MIDDLE OF YOUR SPINNER, ON THE INSIDE OR STICK A LENGTH OF STRING, LEAVING ENOUGH STRING TOP AND BOTTOM TO MAKE IT SPIN.

A. THE LINE SHOWS WHERE YOU SHOULD STICK YOUR PENCIL, OR THE STRING YOU WANT TO USE FOR YOUR SPINNER.

FOLD →



FOLD →

4. GLUE OR STICK THE TWO HALVES TOGETHER SO THE PICTURES APPEAR ON THE OPPOSITE SIDES.
5. NOW YOU CAN ANIMATE YOUR POKÉMON BY SPINNING THE PENCIL BETWEEN YOUR PALMS...
6. ...OR BY HOLDING THE STRING AT BOTH ENDS AND TWISTING IT BETWEEN YOUR FINGER AND THUMB.

If you get it right, it should look a bit like this pencil spinner here. If not, whoops - you've cut up your copy of Pokémon World!

RPG HEAVEN COMES TO EARTH

JUNE 2007

12+
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PlayStation 2

GUST Incorporated

Tactical RPG
www.tacticalrpg.com

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ASK PROFESSOR YEW

If you've got a Poképroblem, contact me at: Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ or email me at: pokemonworld@imagine-publishing.co.uk

Whoops! Sorry...

Q Dear Professor Yew, What's going on? In your issue 67 you printed a code for unlocking Manaphy in *Pokémon Ranger* but no matter what I do I just can't get it to work!
From Adrian Guest, Brighton

A *Yes, apologies to Adrian and every else. Originally the Manaphy code was supposed to be the same in the American and European versions of Pokémon Ranger, but then it was decided to make a new code for our version of the game – in fact there's now a different password for every language version! What this means is the one we printed last issue will only work in the American and Canadian games – sorry! Nintendo is keeping the UK code top secret for now, and plan to release it to a special website. You can keep an eye on the site yourself to see if you can spot the new code before we do. Here's the URL...* **http://ms.nintendo-europe.com/manaphy/enGB/main.html**

Ticket touting

Q Dear Professor Yew,
Is it still possible to get the Mystic Ticket and Aurora Ticket in my version of *Pokémon FireRed*? I know the game is quite old.
From Mark MacDonald, Fife

A *You're going to have to update your games and maybe get a DS for Christmas, Mike! These two tickets were originally obtainable by going to special Nintendo game events with your GBA and a Wireless Adaptor plugged in. You walked near a Wonder Spot and the game data was automatically transferred to your game cart. These days Nintendo's events are all about the DS games, so you've probably missed the boat on this one!*

More Courses in Dash!

Q Dear Professor Yew, The other day a friend of mine was playing *Pokémon Dash* and told me that you could make your own new courses. Could you please tell me if this is true or not? Thanks.
From Harry Tarrant, Nottingham

A *Well that's not entirely true, Harry, but there are some tricks you can pull with* Pokémon Dash *to give the game hundreds of new courses. All you've got to do is plug one of your* Pokémon *Game Boy game cartridges into the GBA slot of the DS at the same time as having* Pokémon Dash *plugged into the DS slot. The game will read the data from the GBA cart and you can then use one of your Party Pokémon from the GBA game as a course to race on! This works with Ruby, Sapphire, FireRed, LeafGreen or Emerald and if you think about it, will give you over 400 extra courses! That should keep you busy.*

Transferring Pokémon

Q Dear Professor Yew, I plan to get *Pokémon Diamond & Pearl* when it comes out in this country, but will I be able to transfer all the Pokémon I have already caught in my Game Boy games to the new version?
From Gary Strong, Cardiff

A *Very good question, Gary. In the past people have been very annoyed as they haven't been able to transfer Pokémon as they wished. Well, worry not, you will be able to transfer your caught Pokémon to* Diamond & Pearl *by inserting your GBA game cartridge into the DS along with the new game cart. There are various ways that this is achieved, and the method changes depending on whether you have third generation Pokémon or fourth generation Pokémon. We'll bring you more info on all this when the game is officially out over here.*

Dungeon Traps!

Q Dear Professor Yew I've been playing *Pokémon Mystery Dungeon Blue* for a while now and I'm having some bother with the dungeon traps. Do you have any helpful advice you could give me?
From Arthur Makepiece, London

A *Well Arthur, the traps in the later dungeons of the game do make things rather difficult. There are 17 of them in total and my special Pokémon tip database tells me that the trickiest ones are the following...*

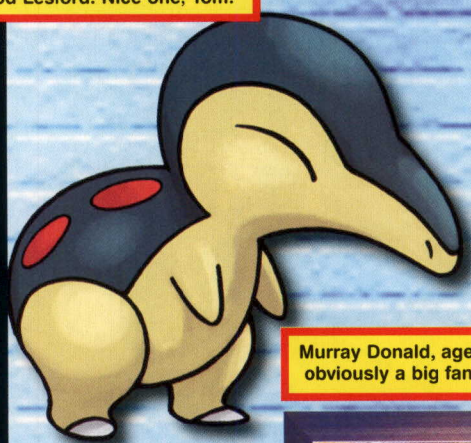
Chestnut Switch: *This makes spiky chestnuts fall and will inflict 10 damage on whoever stepped on it.*
Fan Switch: *Smacks whoever gets in the way against the wall, unless they are a Ghost Pokémon.*
Grimer Switch: *This one turns some of the food in your bag into Grimer food!*
Drop Hole: *Stepping on this one will cause the Pokémon to drop through the floor!*
Slowpoke Switch: *Slow down the walking pace of the Pokémon that triggered it.*
Spin Switch: *Confuses the Pokémon that sets it off.*
Warp Trap: *This one will warp you to another part of the floor.*
Self Destruct Switch: *Nasty, this one inflicts damage on all Pokémon in the eight squares around the blast, breaks walls and destroys nearby items.*

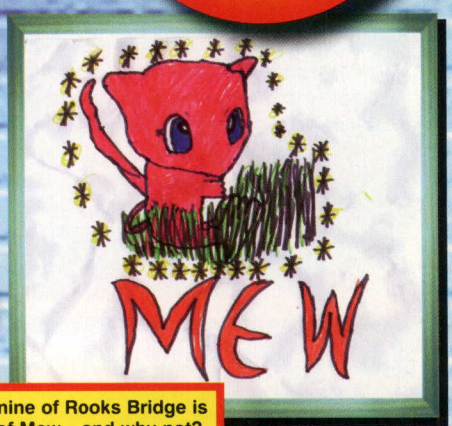
Pika-Pics

Wow we've had a bulging postbag this month – many thanks for all the great pics you've sent in!

Send your pictures in to the usual Pokémon World address, marking them 'Pika-Pics'

What a great collection of Pokémon we have here from Tom Palmer-Batt, age ten of Wood Lesford. Nice one, Tom!





Murray Donald, age nine of Rooks Bridge is obviously a big fan of Mew – and why not?

Reece Keene, age 11 of Hounslow has done this great pic for us. We think it might have been rained on, though!

Many thanks to Gustav Phigeland from Cape Town in South Africa, he's done a great pic of Raquaza!

PG

DREAMWORKS ANIMATION SKG

NINTENDO DS.

GAME BOY ADVANCE

Wii

PlayStation 2

PSP PlayStation Portable

XBOX 360

PC DVD ROM

ACTIVISION

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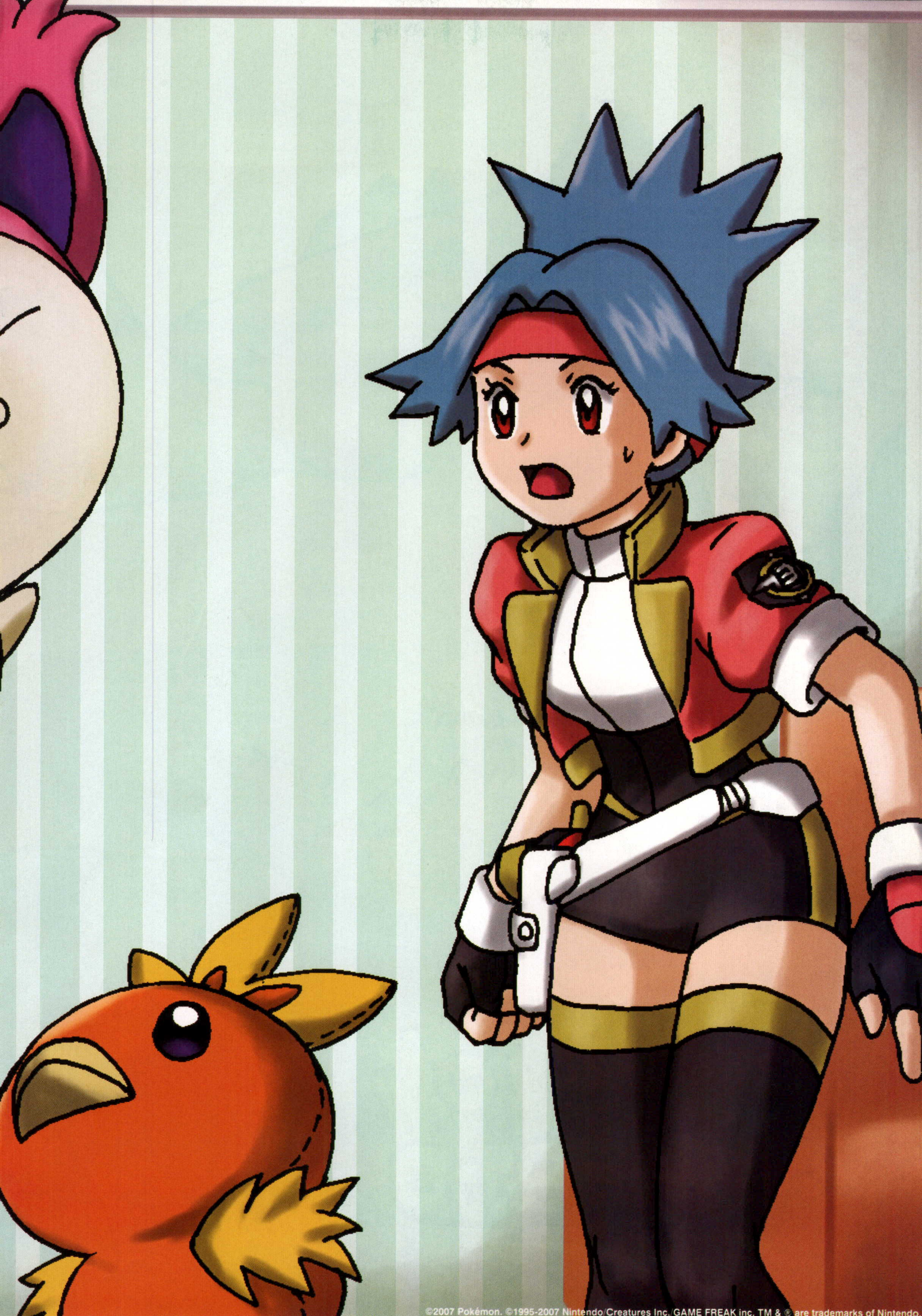

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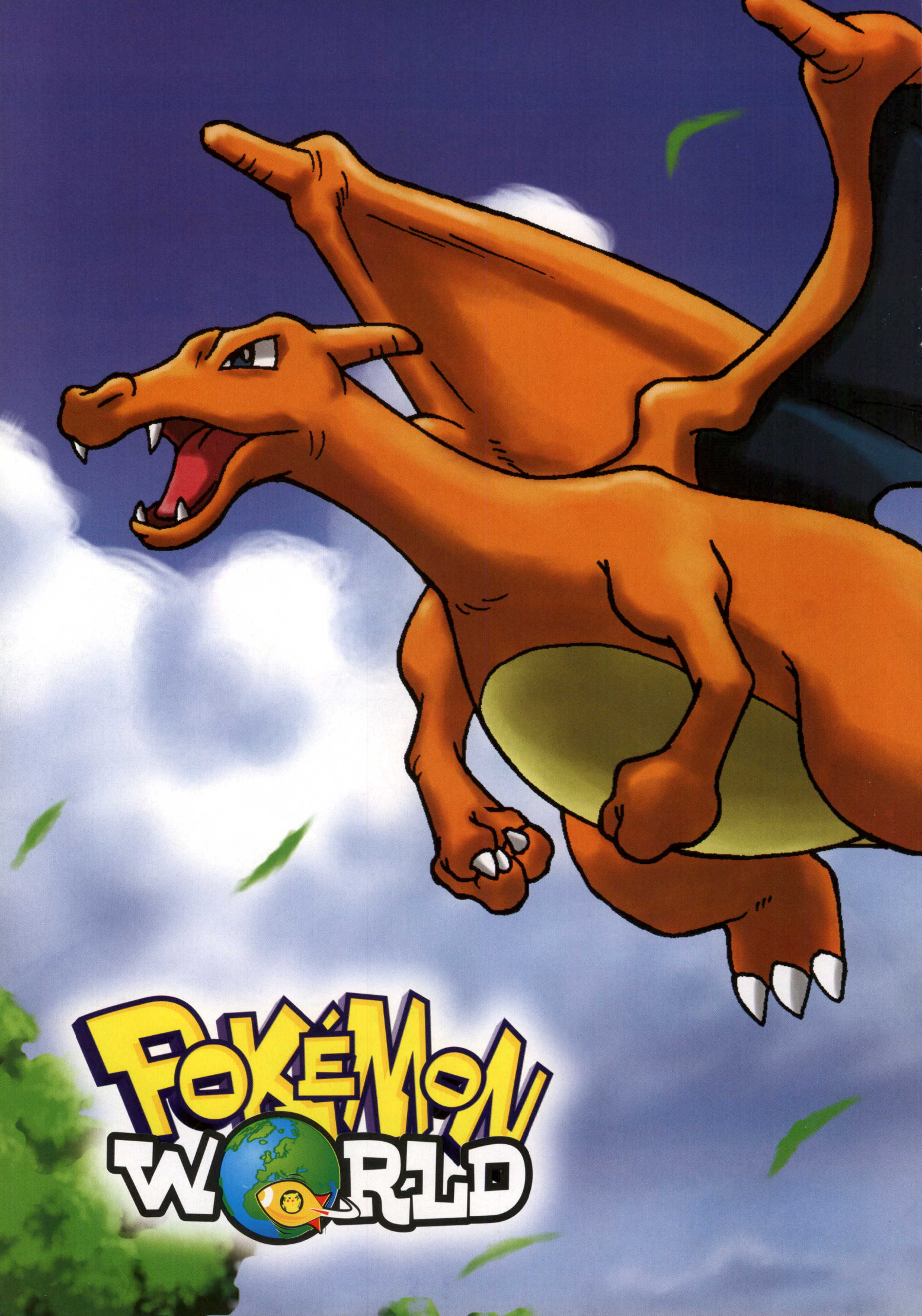
POKÉMON
WORLD

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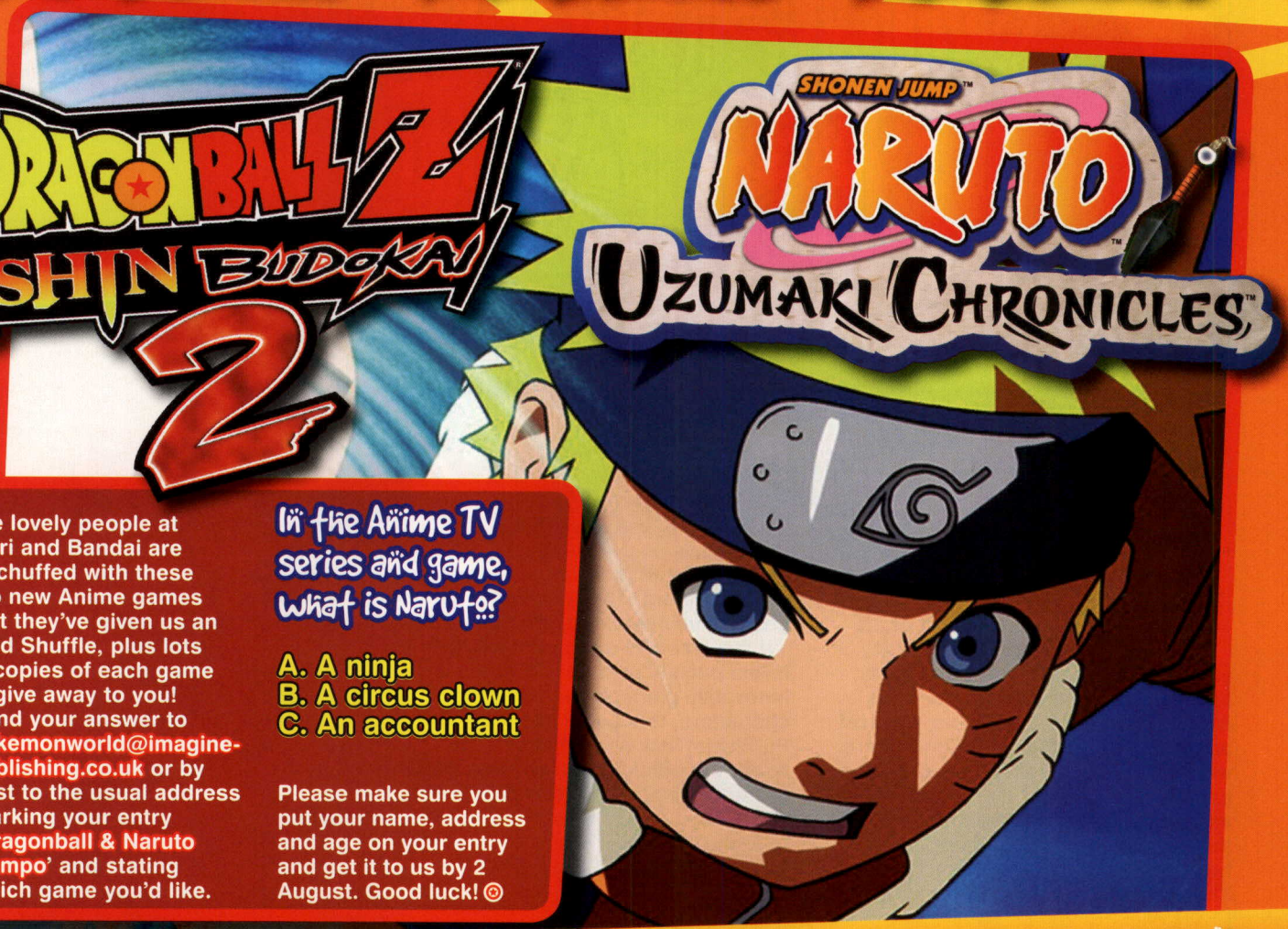
WIN! WIN! WIN!



The lovely people at Atari and Bandai are so chuffed with these two new Anime games that they've given us an iPod Shuffle, plus lots of copies of each game to give away to you! Send your answer to pokemonworld@imagine-publishing.co.uk or by post to the usual address marking your entry 'Dragonball & Naruto Compo' and stating which game you'd like.

In the Anime TV series and game, what is Naruto?

A. A ninja
B. A circus clown
C. An accountant

Please make sure you put your name, address and age on your entry and get it to us by 2 August. Good luck!

WIN! AN IPOD SHUFFLE PLUS LOTS OF GAMES!

Competition Rules

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NEW GAMES PREVIEWED AND REVIEWED ON ALL FORMATS!

VIDEOGAME ISLAND

NiGHTS

Console	Wii
From	Sega
Due out	Autumn

Too young to remember *NiGHTS* the first time around? Never heard of the Sega Saturn... thought so, you're in for a real treat! Sega is at last working on a true sequel to its *NiGHTS* game – a fantastical, magical adventure originally from Sonic Team where a colourful jester-like character called NiGHTS must fly around each location in Nightopia, looping-the-loop, flying through hoops and battling the nasty Nightmaren bosses. There were two kids in the original game too, and their levels took place on the ground. The Wii remote control could have been made for *NiGHTS* – it involves lots of acrobatics. With levels packed with colour, some truly innovative gameplay and lovable characters, this game has it all. Our Publisher Nick should know – he wrote the official Sega strategy guide to the original game (that shows his age!). One to look forward to!

Once you've picked up the tricky controls you'll be zooming and looping-the-loop like the best of 'em!

Just look at NiGHTS – isn't he a cutey? And remember, it's always a small 'i' in his name!

GODZILLA UNLEASHED

Console	Wii, PSP & DS
From	Atari
Due out	Autumn

You haven't played a fighting game unless you've played a *Godzilla* fighting game! This is destruction on a grand scale! You must save the planet from mayhem and destruction by taking on all kinds of weird and wonderful creatures. You can claw, kick, stomp, throw and blast your way around each major world city to eventually become the King of Monsters. The great thing is that you shape how the game moves forward. The storyline is non-linear, which means that the choices you make and things you do will change the final outcome for old Godzilla. With interactive 3D cityscapes, towering alien formations and lots of destructible buildings, you're in for a smashing time with *Godzilla: Unleashed*! Watch out – there's a review coming soon!

The iconic Japanese monster is a joy to control with the Wii Remote control. Stomp, smash, bash!

PARAPPA THE RAPPER

Oh cool – look who's finally coming to the PSP. Only one of the PlayStation's most funky characters of all time – PaRappa The Rapper! If you don't know him, he's a rapping puppy and hip-hop icon that first appeared in a game back in 1997 and basically invented the rhythm-action game genre. Ten years on and he's gone portable, and this time the game has a host of new features that weren't possible all those years ago. Up to four players can rap head-to-head in ad-hoc battles. There's a demo level that can be shared wirelessly with mates, and using the PSP's Infrastructure Mode you can download and rap along with eight playable remixes. We can't wait – this is going to be awesome!

Console	PSP
From	Sony
Due out	This year!

Did you know that 'PaRappa' means 'paper thin' in Japanese? So that's why he's as flat as he is!

DREAMWORKS SHREK THE THIRD™ THE GAME

The detail in the next-gen versions of the game is incredible. It's just like playing the movie!

So, Shrek is about to explode back into all our minds with a cool-looking movie this summer and videogames for every system under the sun to go with it – great news! There's a lot of fun to be had in these new *Shrek* adventures, whether is the perfectly pixeled Game Boy version you're going to buy or the super-slick Xbox 360 adventure.

It's all set in the land of Far Far Away where, being a bit cheesed off, Prince Charming has stormed the city and taken the throne for himself. He's come with a fully equipped army, though, so he's not going to be easy to kick back out. Luckily, Shrek has all his fairytale friends to help out. They're all here – Donkey, Puss-in-Boots, Fiona, and a newcomer, Fiona's cousin Arthur.

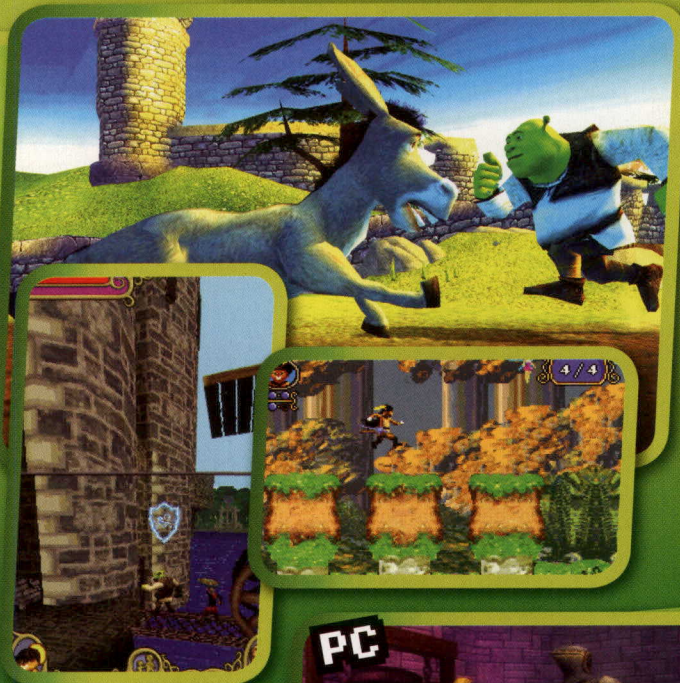
Of course, no movie tie-in game should ever just set out to be a repeat of the big screen version and *Shrek The Third* goes much further. There are 20 tricky levels in the main console versions, taking you to a bunch of fun locations like the Evil Queen's Castle, a spooky Pirate Ship and the Academy Grounds. Then there are boss battles to draw you further into the *Shrek* universe. All the characters you can select have special moves to master (as you'd expect), but these are twisted fairy-tale moves, so you're guaranteed not to have seen these before! For example, Shrek can use Ogre Power, Puss-in-Boots has a Cute Puss move, Sleeping Beauty (yes, she's in it too!) a Swoon attack and Arthur has the power of Excalibur to put to good use.

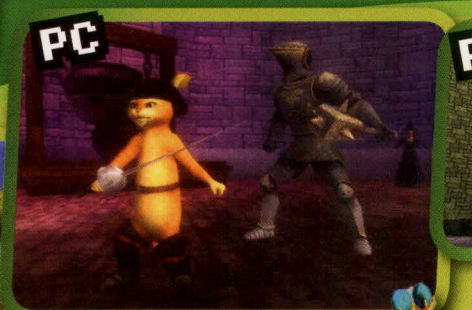
On top of the regular adventure and fighting levels, there are lots of puzzles to crack your way through as well as a multitude of mini-games to keep your interest. There really is a lot crammed an awful lot into *Shrek The Third* – and then there are the Nintendo handheld games to think about too!

Both Nintendo DS and Game Boy Advance versions have multiple playable characters that can be switched between whenever you fancy it. On

Console: All & PC
From: Activision
Due out: Out now

Here we see the PlayStation 2 version of the game. For a console on its last legs, it's good to see some good-looking graphics still being created for it!

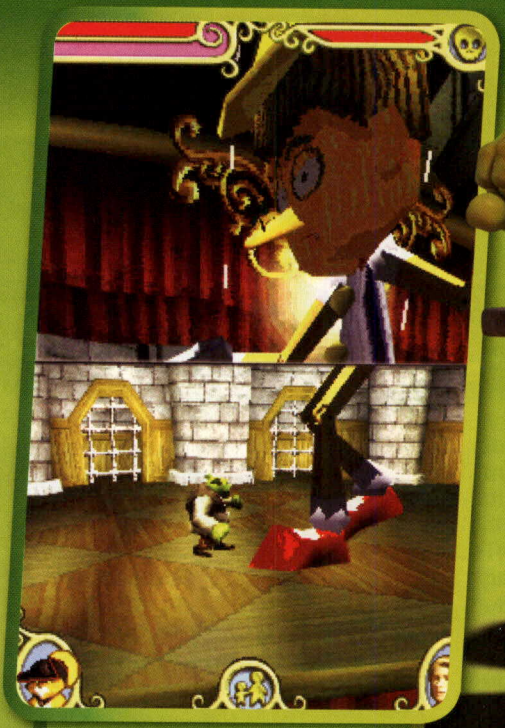




2nd Opinion

You know me – I've always been a sucker for a cool Game Boy game, and it's this version of *Shrek The Third* that will be getting my pocket money this Summer. With three characters to swap between, some well thought out level design and neat graphics that capture the fun of the *Shrek* movies perfectly, it's a game with lots to offer everyone.

Stu Yew

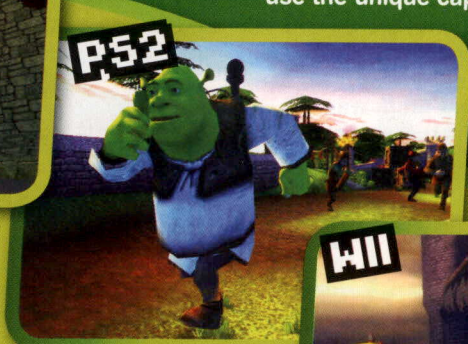


A giant Pinocchio gave us all a bit of a surprise when we entered this grand hall!

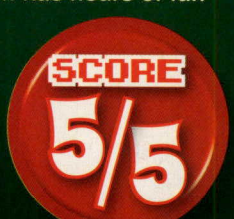
the DS you get to select from Shrek, Artie and Puss-in-Boots with Donkey narrating the story. On the Game Boy, Donkey joins in the fun too as a playable character. Swapping between them is essential as levels need the skills of certain team members for you to progress, working out which one does what and when to use them is the key to success here!

If you're in to your wireless multiplayer games on the DS then you will find some fun additions to Shrek for you too. For the first time ever on the DS up to three players can play a co-operative game – joining forces against Prince Charming! There's a Dual Screen Spectator Mode too that allows a player who is not controlling a character to help out with spells and microphone input. With both screens of the DS being put to good use and lots of touch-screen controls, the developers have really gone to town to make sure they use the unique capabilities of the Nintendo DS.

Movie tie-in games once had a reputation for being a bit naff. Games that were 'banged out' just to cash in on all the hype surrounding the Hollywood blockbuster – not any more. A lot of time and effort has gone into the making of the various versions of *Shrek The Third*, and Activision and the four development companies that worked on these games – Vicarious Visions, Amaze, Beenox and Shaba – should be congratulated! We loved the attention to detail in each character's movement and mannerisms. We think the Game Boy platform action has hours of fun packed into it, and the DS innovations in controls and gameplay are the icing on the cake.



Seven – count 'em – versions of *Shrek The Third* are available, so there's no excuse for not getting one as you're bound to have one of these consoles in the house. If not, get yourself a Nintendo DS – they're great!



METEOS™ DISNEY MAGIC

Console	Nintendo DS
From	Disney
Due out	Out now

Here's a strange thing for you – to play Disney's new puzzle game, *Meteos Disney Magic*, you have to turn your Nintendo DS on its side! What this does is create a play area that's much taller than normal, and allows the second-screen to be used for some cool scene setting Disney artwork and for keeping the score. It's a neat idea that works really well.

As you can see from these screenshots, it's a bit of a *Tetris*-style game with colourful Disney character blocks falling down the screen while you shift them all about with the stylus to make lines of three or more. With a line made, these blocks blast off the top of the screen, taking whatever blocks are in their way with them. Blocks can be moved up, down, left and right in all the game modes except Expert where you only get up and down movement to make things harder!

It's not all cute Disney characters you know – there's spooky stuff like *Nightmare Before Christmas* and *Pirates* as well!

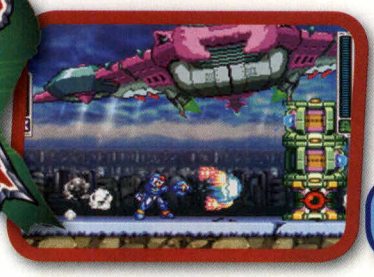
This is what the game looks like with your DS the right way around!

All your Disney favourites are hidden away in the game – *Mickey Mouse*, *The Lion King*, *Lilo & Stitch* plus newer blockbusters like *Pirates Of the Caribbean* and *The Nightmare Before Christmas*. There's even *Winnie The Pooh* for the little 'uns!

Now we know that there was already a game called *Meteos* on the DS – this new one is based on it – but we think that adding in the Disney characters will attract a whole new audience to this great puzzle game with a twist, and that can only be a good thing. A must for all Disney and puzzle game fans!

SCORE 4/5

MEGAMAN ZX



Console: Nintendo DS
From: Capcom
Due out: Out now

Here's another gaming first – for the first time ever you can play as a female lead character in this *MegaMan* game! Choose from Vent – a butch male who is big and powerful – or Aile, a girl who is smaller and more agile. Both worked for a courier service transporting special Biometals, until the day they were robbed by a bunch of Mavericks. During the fight the Biometals were absorbed into the main characters and now, when they combine their forces, they can use special Model ZX powers to catch the crooks!

It's all about collecting Biometals as you fight your way through the baddies, really. Crystallised Biometal data collects at the weak points of bosses, so by bopping them off you can get enough of the stuff to power-up to various powerful Models. By doing this you transform the levels, opening up previously inaccessible areas and you give your character lots of exciting new powers to play with! There's a long-range buster shot, dashing and wall kicks, and a Z-Saber short-range blaster to master.

Capcom has made hundreds of *MegaMan* games. It's a popular franchise!

Most of the action takes place on the top screen of your DS, with the bottom screen only really used to display specific attack data for the Model you are currently playing with. The graphics are bright, colourful and packed with detail, with everything maintaining that cool *MegaMan* look that fans of the series will know and love. While there are loads of *MegaMan* games out there to play, this new version still manages to feel fresh – try it!

SCORE 4/5

FINAL FANTASY FABLES CHOCOBO TALES

Console: DS
From: Square Enix
Due out: Out now

Ahh, don't you think that chocobos are lovely?

Unlike the heavy *Final Fantasy* role-playing games, *Chocobo Tales* is a collection of mini- and micro-games set in the *Final Fantasy* universe. What this means for us gamers is that its high on the fun-factor without getting bogged down with all that adventuring and fighting! There are more than 40 games to play here, and they have all been made with the DS in mind using the stylus and dual screens well.

As Chocobo you must rescue your friends who are trapped inside picture books, while trying to stop the Darkmaster Bebuzzu from regaining his power! There are lots of multiplayer options to keep you busy – challenge friends to pop-up duels or play mini-games head-to-head with them through Wi-Fi. Then there are the 100 battle cards to be gathered up throughout the game. You can customise your deck by playing the mini-games, or some you will just find on the main map – but you will have to search hard! All this adds up to a fun game for *Final Fantasy* fans and newcomers alike!

SCORE 5/5

TrionCube™

Developed by Namco Bandai and released over here by Atari, this is what they call a 'kawaii' puzzle game. What does that mean? It means 'cute' apparently, so expect lots of cuddly little characters, sparkling gem blocks and, of course, some tricky puzzle action on your DS.

You are the captain of the space ship Penko and you must boost your rockets to make the ship go forward. This is done by linking up same coloured blocks of 3x3 together – when they pop the ship boosts onward. Sounds easy, right? Well you'll soon discover it's quite a tough challenge. The blocks come down in various shapes and each new stage you come across will need fresh strategies to make the pesky blocks comes together. All the time you're puzzling way the clock is ticking, miss a few blocks and you'll soon find it's game over!

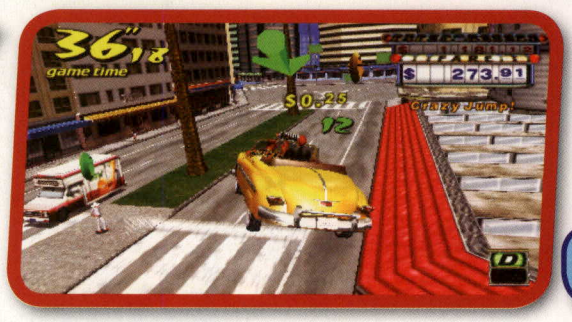
The game has four modes with eight planets to travel through and a giant Space Monster to tackle in Arcade mode. The great thing is you can also customise the game with wallpapers an and effects.

As you play you get coins that can be used to personalise the game.

SCORE 4/5

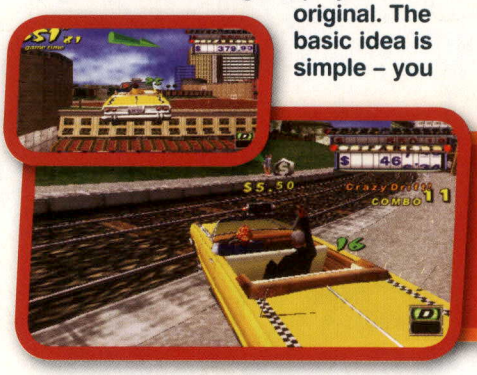
Console	DS
From	Namco Bandai
Due out	Now

Crazy Taxi Fare Wars



Console	PSP
From	Sega
Due out	29 June

Crazy Taxi was a must-play game in the arcades back in the Nineties, and now it's gone portable on the PSP, in a game that manages to keep all the spirit and addictive gameplay of the original. The basic idea is simple – you drive a taxi and must pick up passengers then drop them off where they want to go in the fastest possible time. You earn extra bucks for being fast, and you'll lose your customers if you're too rough or your driving just sucks! In this version Sega has added a new competitive element – if you bump into an opponent's cab you can steal their customers! This, coupled with two-player modes where you can play with or against each other, and the fact that in this game you have every Crazy Taxi map ever made makes this the ultimate *Crazy Taxi* experience!



This is the ultimate *Crazy Taxi* experience and a must-have game for all PSP owners!

That's right – there's the original arcade city and the Dreamcast version to whizz around, both based on San Francisco with steep hills and cable cars. Then the Small Apple city from *Crazy Taxi 2*, based on New York and boasting Central Park and the subway.

What makes any *Crazy Taxi* game a hoot to play, though, is the madcap nature of the racing action and the speed you have to get around to keep those fares coming in. It's a true favourite here at Pokémon World Towers and we heartily recommend it to all gamers!

SCORE 4/5

Harry Potter AND THE ORDER OF THE PHOENIX™

Console: All & PC
From: Electronic Arts
Due out: 29 June (13 July GBA)

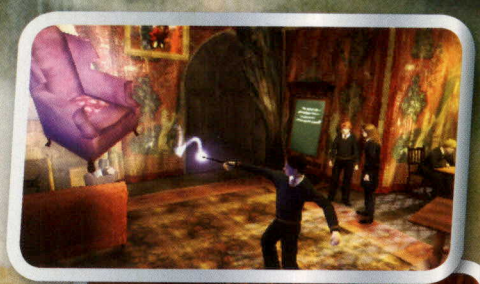
Go on, admit it. You've always wanted to explore Hogwarts for yourself, haven't you? Well now you can! Electronic Arts is extremely pleased with what it has achieved with *Harry Potter And The Order Of The Phoenix* – it's the first Harry game that they've developed for the next-gen systems Xbox 360, Nintendo Wii and PlayStation 3, and they think the games are really something special. We tend to agree too – the level of detail that can be crammed into a game for these super-consoles is out of this world and will delight *Harry Potter* fans everywhere.

Luckily there are current-gen versions of the new Harry to enjoy too, though – in fact a version for every console – hooray! Each game oozes *Harry Potter* goodness as the young wizard returns to Hogwarts for his fifth year of study. Harry is in for a tough time as evil Lord Voldemort is on the warpath and he alone must train a band of renegade students to defend themselves from the Dark Arts.

This is the Game Boy game. As you can see it's packed with magic!

What is different about the new *Harry Potter* games is that EA has given them a 'sandbox' style of gameplay. What this means is that, for the most part, there is no set storyline to play through. You can simply live your life in Hogwarts, exploring the many locations the school has to offer and playing around with all kinds of objects and characters from the *Harry Potter* books and films. You can play as either Harry Potter, Dumbledore and Sirius Black, and as you explore you will trigger events that will move the story on, but you control the pace of the game. Of course all this adventure is the ultimate treat if you're a fan, but it also creates a game where you have a great sense of freedom and can completely immerse yourself in the world of Harry Potter. These games are essential purchases for all gamers!

SCORE 5/5



Got a Wii? You'll cast spells by waving the remote. Got a DS? Tapping the touch screen will do the trick. Gosh, Nintendo know how to make fun consoles!

Read the book? Seen the film? Well now you can play the game too! We bet JK Rowling buys her friends very nice birthday presents!

DESIGN A MONSTER!

Fancy seeing your monster creation on these pages? Send it in to this address: Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Monster of the Month!

Evolution: Yamma

Dragofang

01

Pokémon type: Flying

Special attacks: Fire Spit, Poison Fang, Claw Swipe, Blaze Beam

Brief Description: This bat-like Pokémon likes to feed at night. It has fangs on both teeth as well as on the tips of its wings – so beware!

Zachary Weeden, age eight, Bromley

HEY YOU! STOP DOING WHAT YOU'RE DOING AND MAKE A MONSTER!

If you'd like the chance to create a Star Monster too, then send your ideas to the usual address!

Star Monster!

MONSTERS AREN'T ALWAYS SCARY – I'VE GOT FLOWERS FOR HANDS!

Evolution: Pukameleon

Pukazard

02

Pokémon type: Poison/Grass/Steel

Special attacks: Pukeshot and Steel Wave

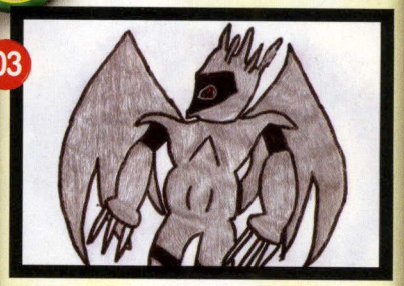
Brief description: No human can get too close to this Pokémon monster because he'll puke poison acid sick all over them and burn them into dust! Also, if you look into his shadow eye you'll be turned into steel.

Kain Dilks, age 8, Leeds

Evolution: None

Sirrus

03



Pokémon type: Normal

Special attacks: Shadowball, Wing Attack, Surf, Swift

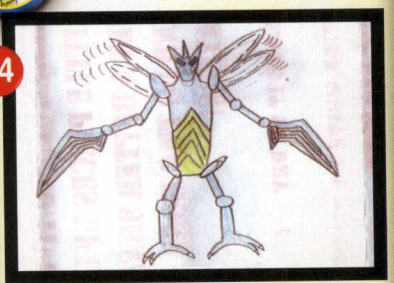
Brief description: This Pokémon may look evil, but it is actually an angel Pokémon as it can use most attacks. It is very rare and hard to find, although it is the size of Groudon. It has been seen but never caught.

Callum Logan, age 11, Larkhall

Evolution: None

Icer

04



Pokémon type: Ice/Flying

Special attacks: Iceray, Frozen Slash, Ice Wing, Freeze

Brief description: This Pokémon can only be found in the Safari Zone. If approached it uses Freeze to stop you from catching it, then uses Iceray to send you packing.

Talipaine Baconsthorpe, age nine

DID YOU KNOW?

IN 1997 635 JAPANESE CHILDREN WERE ADMITTED TO HOSPITAL AFTER WATCHING A POKEMON CARTOON WITH FLASHING LIGHTS!

Evolution: Breed Sandshrew and Clamperl

Sand Slithe

05

Pokémon type: Water/Ground

Special attacks: Water Swipe, Tsunami Strike, Muddy Water

Brief description: Sand Slithe keeps a deep sea tooth on its head, in memory of its best friend, Huntail, and will do anything to protect it. Sand Slithe is also the fastest Pokémon ever and is only found on Route 139.

Jake Hartley, age ten, Coventry

Evolution: Give Arcanine a Sun Stone

Trixicon

06

Pokémon type: Fire

Special attacks: Drill Horn, Flame Wheel.

Brief description: This Pokémon's personality depends on how you care for it, and if you treat it badly it will run away and go to Team Rocket to be caught. It's very cautious and patient too.

Kirsten Lewsey, age ten, Lisburn

POKÉMON™ TRADING CARD GAME

POKÉMON TRADING CARD GAME REGIONAL CHAMPIONSHIPS

London Regional Championships

Pokémon World gives you the decks that took the capital by storm!

The road to the Pokémon Trading Card Game (PTCG) UK Nationals 2007 is nearly over – back in November 2006 the first City Championships spluttered into life and started qualifying players for the Nationals Tournament in June 2007.

City Championships ran from November through to March and then the Regional Championships took over in April and May. By the time these qualifiers had finished hundreds of Pokémon TCG Players had qualified for the PTCG Nationals on 2 June 2007 at Woburn Safari Park Safari Lodge.

Pokémon World was at many of the UK City Championships and Regional Championships and we thought we would give you the low down on the top two decks in the Masters age group at this year's London Regional Championships.

Reigning UK Champion, Sami Sekkoum, blasted a path through the masters age group and went on to win with his take on the now very popular deck 'Destiny'. On the way and in the final top two he had to keep up with Andy Stone, a rising star in this season's Pokémon TCG competitions.

Andy played a 'Shiftry EX' deck that was designed to beat down on the UK meta game favourites – the highly popular Bannette and Houndoom deck (Bandoom) and the equally popular and deadly Flygon Delta EX decks (Flygod).

One of them looks set to be the next UK National Champion, unless we see a major upset in the UK Nationals Masters Championship! But enough of the players let us take a look at their winning decks.

Andy Stone's Second Place Shiftry EX deck

Pokémon (15)

4 x Lickitung 'Delta' (EX Dragon Frontiers)
4 x Seedot (EX Legend Maker)
2 x Nuzleaf (EX Legend Maker)
1 x Nuzleaf (EX Deoxys)
4 x Shiftry EX (EX Crystal Guardians)

Trainers (29)

4 x Holon Transceiver
4 x Holon Mentor
2 x Holon Adventurer
1 x Holon Scientist
4 x Professor Elm
2 x Scott
4 x Rare Candy
4 x Cursed Stone
2 x Copycat
1 x Stevens Advice
1 x Warp Point

Energy (6)

4 x Psychic
4 x Dark
4 x Rainbow
4 x Multi

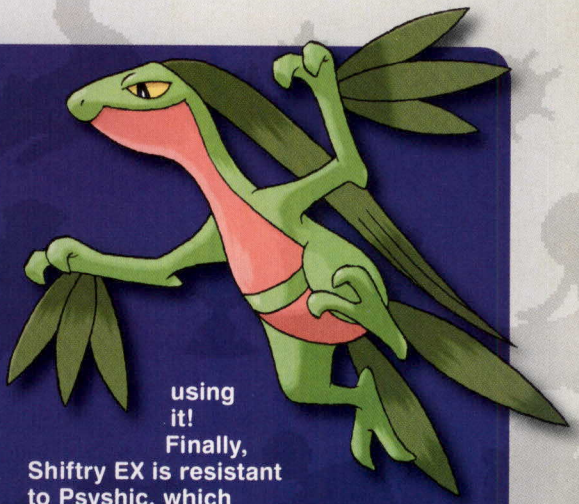
Lickitung
60 HP
Lap Up
Draw 2 cards.
Delta Mind
Put 1 damage counter on 1 of your opponent's Pokémon. If that Pokémon has δ on its card, put 3 damage counters instead.

Seedot
40 HP
Drawup Power
Search your deck for an Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.
Continuous Tumble
10×
Flip a coin until you get tails. This attack does 10 damage times the number of heads.

Nuzleaf
70 HP
Eerie Light
The Defending Pokémon is now Confused.
One-Two Strike
30+
Flip 2 coins. This attack does 30 damage plus 20 more damage for each heads.

Andy's deck aims to play Lickitung Delta as the first turn active Pokémon using the 'Delta Mind' attack to place damage counters on his opponent's Pokémon. With 'Delta Tagged' Pokémon becoming very popular in decks, Lickitung can hunt any 'Delta Pokémon' placing three damage counter on them instead of the usual one. Even if they are not 'Delta Tagged', scattering damage and hunting the opponents bench is always lots of fun.

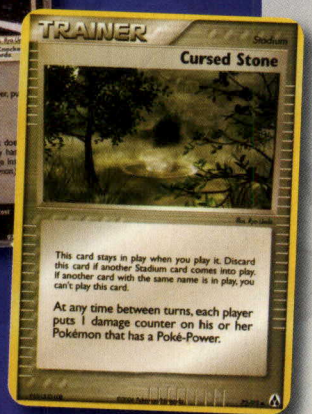
Lickitung 'Delta' dishes out the damage until he is either knocked out or you are ready to start using Shiftry EX and its 'Target Attack' attack. Now you can hunt your opponent's bench doing 50 damage to any Pokémon that already have damage counters on them; and thanks to Lickitung 'Delta' that's going to be plenty. But the deck does not just rely on Lickitung 'Delta' to scatter damage, Shiftry EX itself has a nasty Poké-BODY – 'Dark Eyes' that does two damage to any of your opponent's Pokémon that use a Poké-POWER and it is cumulative! So if you have two or more Shiftry EX in play the effect is doubled, tripled or even quadrupled, add Cursed Stone as the gym of choice in this deck and your opponent's in a heap of trouble if they play any Pokémon with a Poké-POWER let alone actually using it!

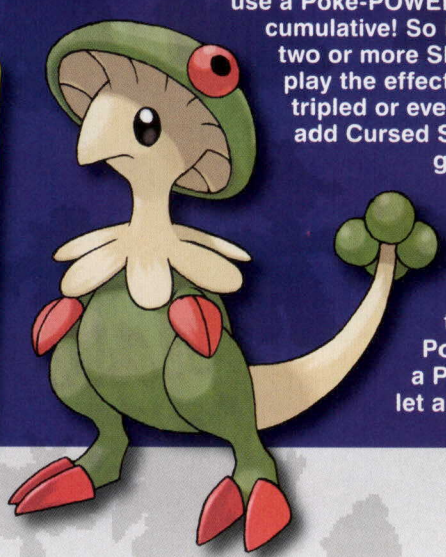


Finally, Shiftry EX is resistant to Psyshic, which together with the anti-Poké-POWERS theme makes it a devastating deck to play against that ever-popular Bandoom (Bannette EX and Houndoom) and Flygon Delta EX decks.

While Andy played a deck where the synergy between the cards was easy to see and the resistance to the predominant decks of the day – Bannette/Bandoom and Flygod/Flygon – was a great help.

Sami, in contrast, played a deck 'Destiny' that was designed to have an answer for all the possible decks that it may come across! 'Destiny' is not a deck for the faint-hearted and requires a great deal of skill and knowledge to play. You really do need to know the 'Destiny' deck and how you can find an answer to your opponent's deck to be able to utilise its true power. So what does a typical 'Destiny' deck look like? Read on over the page!


TRAINER
Cursed Stone
This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.
At any time between turns, each player puts 1 damage counter on his or her Pokémon that has a Poké-Power.



Sami Sekkoum's first place 'Destiny' deck

Pokémon (18)

1 x Holon Castform (EX Holon Phantoms)
1 x Holon Voltorb (EX Delta Species)
1 x Stantler (EX Unseen Forces)
2 x Mew EX (EX Legend Maker)
3 x Rayquaza EX 'Delta'(EX Dragon Frontiers)
1 x Absol EX (EX Power Keepers)
1 x Jirachi EX (EX Crystal Guardians)
1 x Latias 'Delta' (EX Holon Phantoms)
1 x Latios EX 'Delta' (EX Dragon Frontiers)
2 x Lickitung 'Delta' (EX Dragon Frontiers)
2 x Exeggcute 'Delta' (EX Holon Phantoms)
2 x Exeggutor 'Delta' (EX Holon Phantoms)

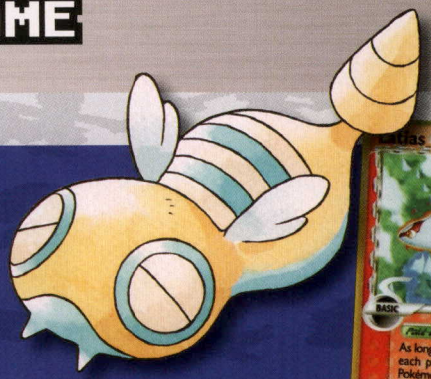
Trainers (27)

3 x Castaway
1 x Copycat
1 x Lanette's Net Search
2 x Scott
4 x Holon Transceiver
2 x Holon Mentor
1 x Holon Adventurer
1 x Holon Scientist
1 x Holon Researcher
3 x Cessation Crystal
2 x Warp Point
4 x Cursed Stone
2 x Giant Stump

Energy (15)

4 x Multi Energy
2 x Scramble Energy
4 x Lightening Energy
4 x Psychic Energy
1 x Fighting Energy

Now we have seen the deck list for 'Destiny' we can examine the Pokémon in the deck and how they all work together to produce a winning deck.



Latias
70 HP
Poké-BODY Dual Aura
As long as you have Latios or Latios ex in play, each player's Evolved Pokémon (excluding Pokémon-ex) can't use any Poké-Bodies.
Spearhead
Draw a card.
Dragon Claw
40

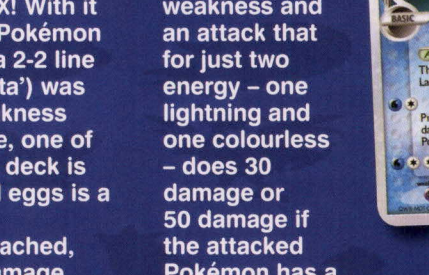
Again, Lickitung 'Delta' is the hoped for first turn attacker scattering damage and generally setting up the deck for future knockouts. And even if your opponent is not playing any 'Delta' Pokémon then Lickitung 'Delta' also has the ability – for just one colourless energy, to draw two cards, letting you draw into your deck ready for the next turn.

When it was first designed 'Destiny' played only basic Pokémon, but experience taught players they needed something to combat high hit point stage two evolutions like Shiftry EX! With it and other popular dark Pokémon being weak to Fighting a 2-2 line of eggs (Exeggutor 'Delta') was added. But fighting weakness isn't eggs' only attribute, one of the main themes in this deck is spreading damage, and eggs is a master of that.

With three energy attached, you can be doing 30 damage to any two of your opponent's Pokémon, remember too that Mew EX can copy this attack or any attack from any Pokémon in play!

Talking of Mew EX, it is a versatile Pokémon, with the ability to copy the attacks of any of your, or your opponent's Pokémon. In a deck like Destiny it means you can add energy to Mew EX and use any attack on the table rather than having to 'charge up' individual Pokémon to use their attacks.

Caution needs to be applied when playing Mew EX as he can be easily KO'd and doesn't get the benefit of Rayquaza EX's or Jirachi EX's Poké-BODIES.


Latios ex
100 HP
Poké-BODY Link Wing
The Retreat Cost for each of your Latias, Latias ex, Latios, and Latios ex is 0.
Ice Barrier
30
Prevent all effects of an attack, including damage, done to Latios ex by your opponent's Pokémon-ex during your opponent's next turn.
Hydro Splash
60

Rayquaza is one of the deck's main attackers, it is a powerhouse basic Pokémon, with 110 EX Holon Phantoms, no weakness and an attack that for just two energy – one lightning and one colourless – does 30 damage or 50 damage if the attacked Pokémon has a Poké-BODY or Poké-POWER.

On turn two you can be hunting your opponent's bench or hitting their active Pokémon and remember if you are down on prizes, you do not pay the colourless cost of Rayquaza's attacks, which means you could hitting the bench for up to 50 damage for just one lightening energy, or hitting the active for 70 damage for just two.

Jirachi EX is a nice 'tech' card, that can be hitting turn one for 30 damage and preventing your opponent from playing any Poké-POWERS next turn. It has a low cost of two energy attack that if your opponent has

Rayquaza ex
110 HP
Poké-BODY Rage Aura
If you have more Prize cards left than your opponent, ignore all Energy necessary to use Rayquaza ex's Special Circuit and Sky-high Claws attacks.
Special Circuit
Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. If you choose a Pokémon that has any Poké-Powers or Poké-Bodies, this attack does 50 damage instead. (Don't apply Weakness and Resistance for Benched Pokémon.)
Sky-high Claws
70

Mew ex
90 HP
Poké-BODY Versatile
Mew ex can use the attacks of all Pokémon in play as its own. (You still need the necessary Energy to use each attack.)
Power Move
Search your deck for an Energy card and attach it to Mew ex. Shuffle your deck afterward. Then, you may switch Mew ex with 1 of your Benched Pokémon.

Exeggutor
80 HP
STAGE 1
Delta Circle
10+
Does 10 damage plus 10 more damage for each Pokémon you have in play that has δ on its card.
Split Bomb
Choose 2 of your opponent's Pokémon. This attack does 30 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.)

Stantler
70 HP
Screechy Voice 10
If the Defending Pokémon is an Evolved Pokémon, the Defending Pokémon is now Confused.
Push Away 20
Look at your opponent's hand, choose a Trainer card you find there, and discard it.

a Pokémon EX or stage two Pokémon in play is reduced by one colourless energy, meaning you can Shield Beam for one psychic energy on turn one.

Latias 'Delta' is in the deck to turn off your opponent's pesky Poké-BODIES, for example, if your opponent played the EX Crystal Guardian Bannette with the Safeguard Poké-BODY 'Destiny's' Pokémon EX could still attack. And while we are looking at preventing Pokémon EX from attacking Latios EX 'Delta' from (EX Dragon Frontiers) balances the deck nicely with the 'Ice Barrier' attack stopping your opponent's Pokémon EX from damaging Latios EX.

Absol EX is played to move damage counters to facilitate a Knockout and to spread even more damage about. It has great synergy with most of the cards in your deck and with psychic resistance it is another useful Pokémon against the current metagame.

Just looking at the Pokémon alone you can start to see how complex 'Destiny' decks are and how much skill and knowledge Sami needed to win through with it.

Consider now the rest of the deck, how by going behind on prizes you could 'scramble your eggs' by playing Scramble Energy on Exeggutor 'Delta' or Warp Point and then utilise the Link Wing Poké-BODY of Latios EX 'Delta' for a free retreat! Cursed Stone sets up damage for Rayquaza EX and Absol EX to capitalise on and the synergy in the deck continues. Each card supports one or more other cards in the deck. Stantler confuses and potentially sets more damage or it can lock down a player who is struggling to play trainers by forcing a discard.

'Destiny' may be one of the most powerful decks in the format at the moment but we think it needs exceptional players to win with it – it comes with a warning – it is a fragile deck and needs to be stamped 'Handle with CARE!'

Diamond and Pearl Trading Card Game Available Early!

Europe is busy organising Diamond and Pearl Trading Card Game pre-releases during June and July and for once the UK is not being left behind!

As we went to press the UK's Organised Play managers, The Place for Games Limited (TPfG), were unable to confirm individual pre-release dates. They did tell us that the UK events should take place between 23 June 2007 and 15 July 2007, though, so that's good news for everyone!

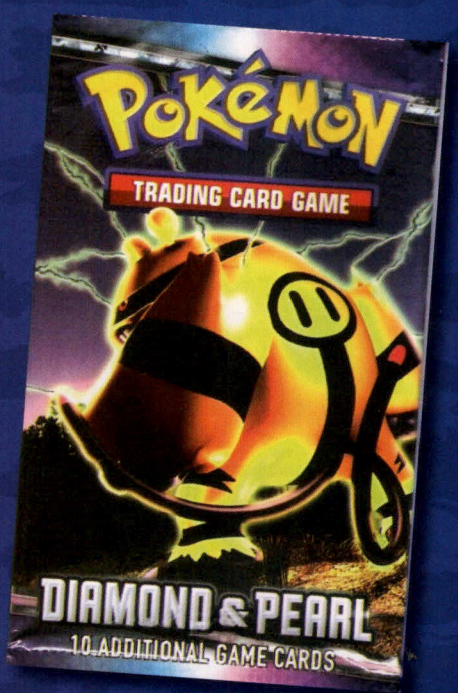
We suggest you check for them using the official tournament locator at the following web address...

http://op.pokemon-tcg.com/tournaments/locator/

or check the list Ben Ward, our resident Pokémon expert is organising on the PokéGym at...

http://pokegym.net/forums/showthread.php?p=852951#post852951

These events are going to be the only place you can find the Diamond and Pearl Packs before the official release date, so get down to one near you and grab some before anyone else does!



poke puzzles!

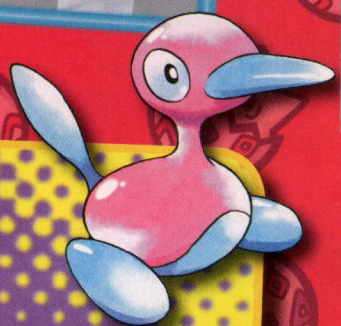
Want to test your brains? Well you've come to the right place. Here's a couple of pages of tricky Pokémoness for you!

monster spliceri

There are two Pokémon hiding out in this wacky picture. Can you work out which two they are?

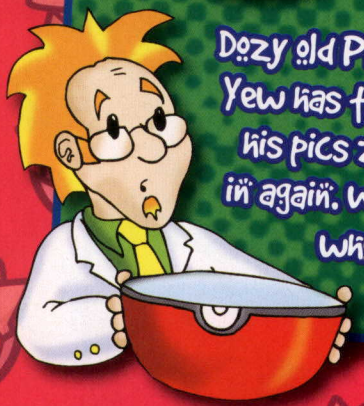
ace anagrams

A bunch of Ground-Type Pokémon have been all mixed up here. Do you have the brains to unscramble their names?

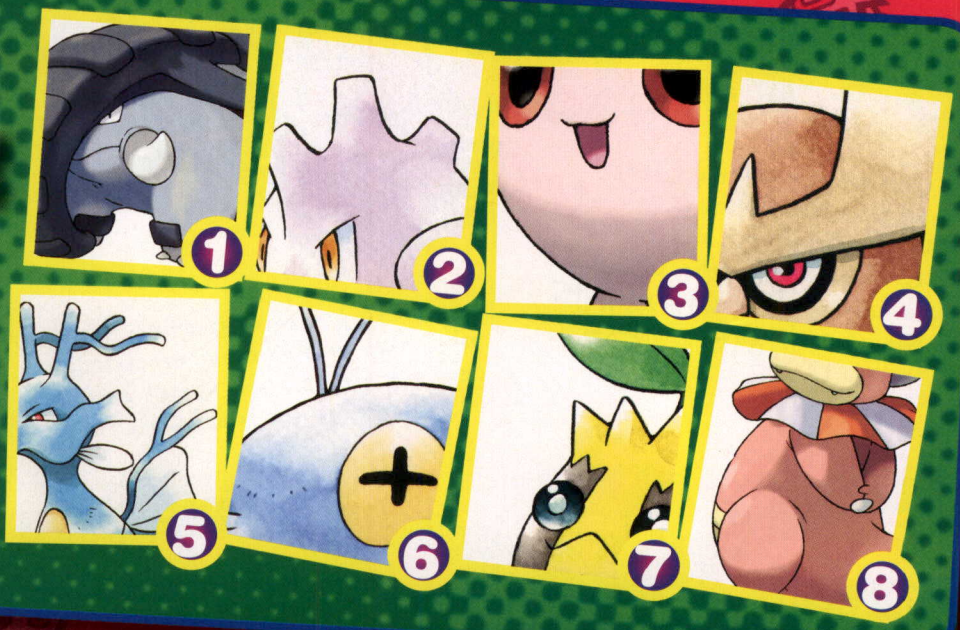


GO RUG IT
A CRAB HOB
BAR VIVA
SHARD NEWS
RAP IT UP
PILES I WON

close up calamity



Dozy old Professor Yew has taken all his pics zoomed in again. Work out who's here!



first letter fumble!

The name on the far-off land you will visit in Pokémon Diamond & Pearl is hidden away in the grid below. Name the Pokémon to discover the answer!

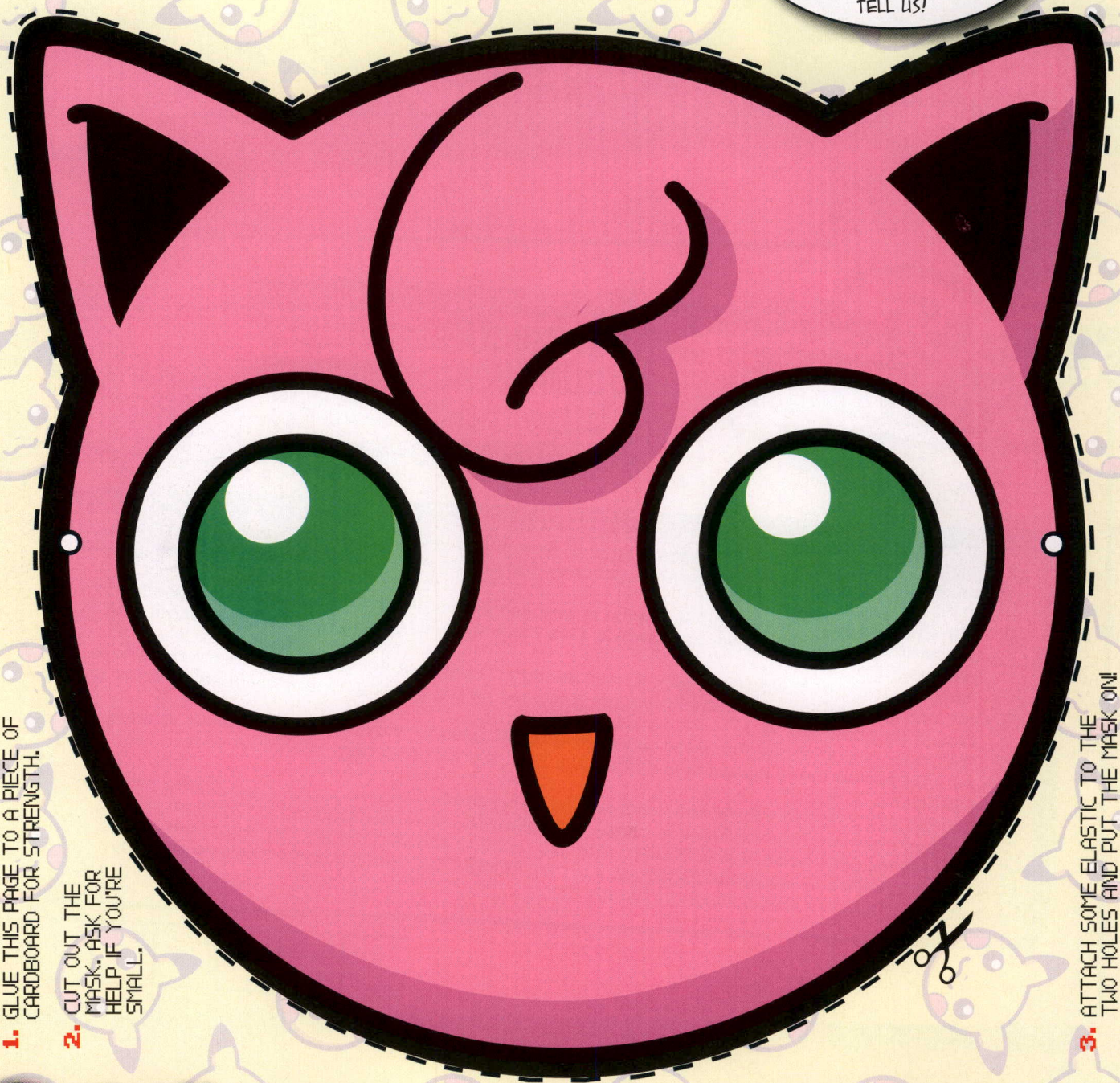
1. A Bug Pokémon, this creature leads a flight of illuminated Volbeat to draw signs in the night sky. It is said to earn greater respect from its peers by composing more complex designs in the night sky. (8)
2. With the ability to Levitate, this Pokémon is very dangerous. If one beckons you while floating in the darkness, you must never approach it. This Pokémon will try to lick you with its tongue and steal your life away. (7)
3. Rock/Water is this Pokémon's type. It uses its tentacles to capture its prey. It is believed to have become extinct because its shell grew too large and heavy, causing its movements to become too slow and ponderous. (7)
4. The male version of this Pokémon has developed muscles for moving its ears. Thanks to them, the ears can be freely moved in any direction. Even the slightest sound does not escape this Pokémon's notice. (7)
5. Legend has it that this Pokémon came into being when nine wizards possessing sacred powers merged into one. This Pokémon is highly intelligent – it can understand human speech! (9)
6. Another Bug Pokémon, it was thought that this creature endured hunger and would not eat anything before its evolution. However, it is now thought that this Pokémon stops its thirst by drinking rainwater that collects on its silk. (7)

6	1	4	5	3	2

MAKE and do!

Did you cut out the Pikachu mask last issue? Fun, wasn't it? Well, now you can add to your Pokémon mask collection with this cute mask of the lovely Jigglypuff! One for the girls, perhaps...

All you've got to do is stick this page down to a piece of cardboard, cut out the mask and attach some elastic to the holes. Cool!



1. GLUE THIS PAGE TO A PIECE OF CARDBOARD FOR STRENGTH.
2. CUT OUT THE MASK. ASK FOR HELP IF YOU'RE SMALL.
3. ATTACH SOME ELASTIC TO THE TWO HOLES AND PUT THE MASK ON!

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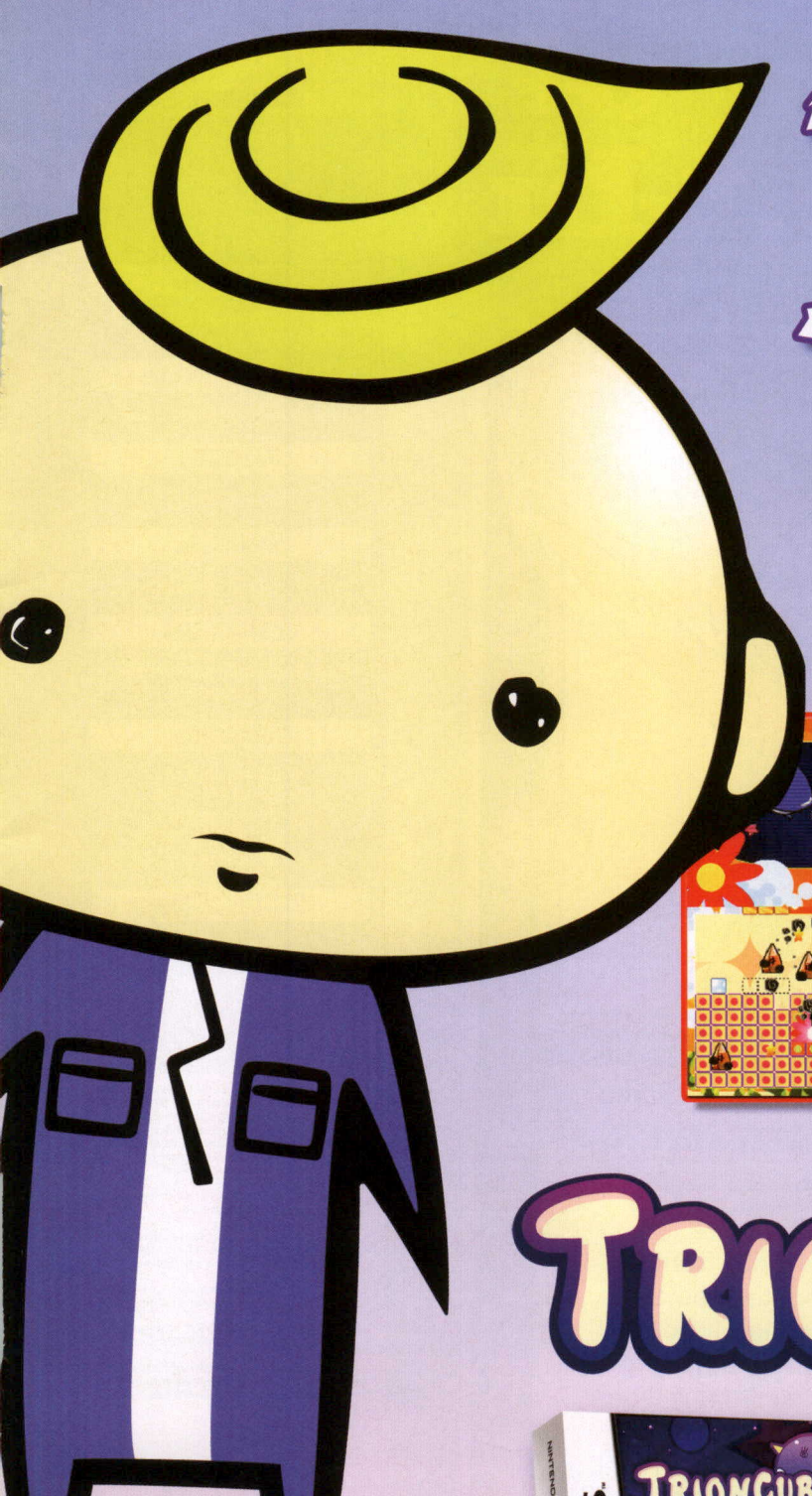

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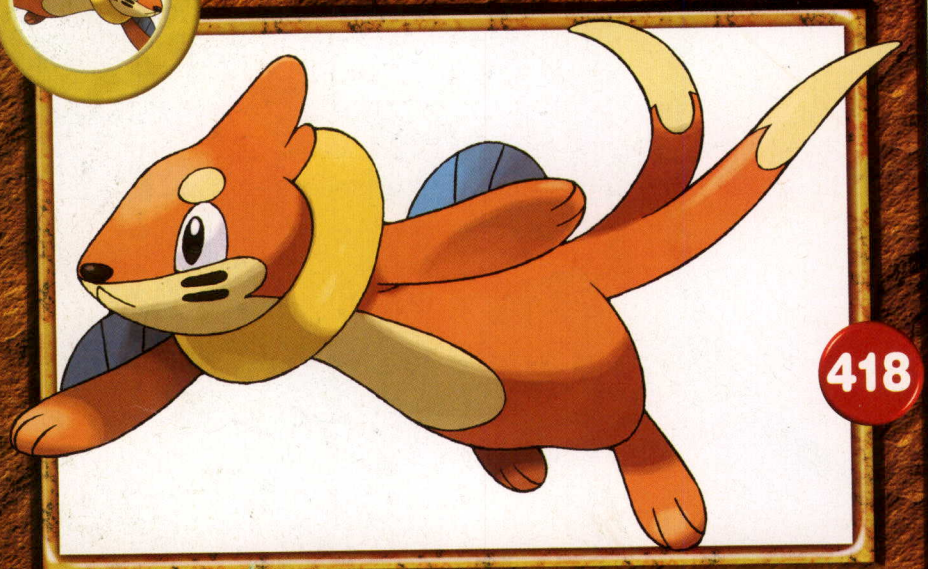
monster of the month

Buizel

Evolution: Evolves to Floatzel



418

Type: Water **Height:** 0.7m **Weight:** 29.5kg

Special Ability: Swift Swim

Description: Our first monster of the month from the next generation of Pokémon! This monster has a flotation sac that is like an inflatable collar. It floats on water with its head out. It can swim by spinning its two tails like a propeller and deflates its floater when it swims. From the back, the male Buizel have two white spots and the females only have one. This Pokémon was first seen in the *Ranger And The Temple Of The Sea* film.

Use your new calendar and mark on 26 July – the day the next issue is out!

Pokémon World

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